

ADVENTURE PROBE



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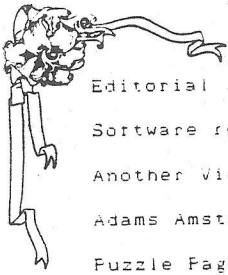
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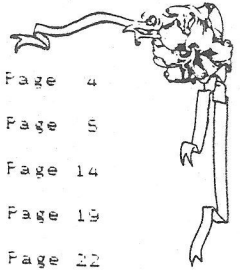
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*** HALL OF FAME ***



Grateful thanks to the following readers for sending in contributions over the last month.

Chris Banks, Neil Shipman, Bob Adams, Joy Birley, Perry Williams, Brian R. Pell, Joan Pancott, Mike Brailsford, Jim O'Keeffe, Paul Brunyee, Chris Conwell, Loi Oakes, John Kendal-Archer, Allan L. Phillips, Sandra Sharkey, Mark Walker, Robert Shirley, Margo Porteous, Nic Rumsey, Tony Bevan, Emma Heggie, Alf Baldwin, Ian Findlay, Don Macleod, Barbara Gibb, J. Wildey, The Grue, Pat Winstanley and Barbara Bassingthwaigte.

The lovely cover picture this month is by Allan Batchellor.

Special thanks to all the readers who have sent in all the beautiful pictures for the cover of Probe. They are lovely and I intend to use them all in the order in which they were received so please be patient if yours hasn't appeared yet.

*** EDITORIAL ***

Welcome to Vol II Issue 7 of Adventure Probe.

I am delighted to say that I have loads of good news to tell you about this month. First of all Sandra has had her operation and is feeling better than she has done in years. She has astounded everyone, not least herself, by her amazing recovery. She is supposed to be feeling awful but I am delighted to tell you that she is not! Our Sandra, true to form, is up and about and feeling fighting fit. She has asked me to thank you all very much for all your good wishes and the hundreds of get well cards you have sent her and to tell you that, as soon as she can, she will reply to you all. Well done Sandra, I am so pleased that you have come through it all so well.

Congratulations to Allan Phillips and his lovely new bride, Anita. On behalf of all the readers I wish you both every happiness.

More good news! Congratulations to Jim and Hazel O'Keefe on the birth of Laura Ruth. A lovely bouncing June baby and, if she takes after dad, a future adventurer! Well done and very best wishes to you all.

My apologies to all for the mistake in the 'Getting You Started' section of last month when I said that Double Agent had been played on Commodore. This of course should have been 'played on Spectrum'. Double Agent is available for Spectrum only. One or two people have pointed out that they were very reluctant to remove the centre pages of the June issue with the questionnaire and some either wrote out the questionnaire or made photocopies of it. If anyone would like to fill in the questionnaire but is reluctant to remove the pages then please drop me a line and I will happily send them the questionnaire to fill in. A S.A.E. would be very helpful if at all possible.

The other questionnaire by June Rowe is in this issue but the same problem should not arise as June would like the answers sent in on a postcard. Both June and Paul Brunyee have worked very hard on these so let's give them as good a response as we possibly can.

The response to the Winter Wonderland competition has been a bit disappointing (I know, Sandra, you did warn me) but the entries I have had have been very good. The winning entries will be in the next issue together with some of the runners up. The readers who sent in the rude ones will have to perspire for a month now wondering if they are going to be published as well!

There has also been a poor response to the special offer's from the 'Home-Grown' adventure advertisements in Probe which has once again saddened me. Come on Commodore and Spectrum owners, lets give these wonderful adventure writers the response they deserve. They are not out to make a huge profit (the ridiculously low prices show that!) but it breaks my heart to hear that Jack Lockerby will no longer be selling adventures for Commodore because of the lack of response, or John Wilson wondering if he has wasted his time advertising his special offers and sending in free adventures for future competitions. The offers won't last for ever you know. Come on, you just don't know what you are missing!

Due to unforeseen circumstances John Barnsley has had to temporarily call a halt to his telephone helpline service but he will continue to offer help to anyone who writes to him. Please note that Soothsayer is not affected in any way and this is due entirely to the sudden ill health of John's son who is now in hospital. Please help John to keep the telephone free for any emergency calls. Further information will be in the next issue of Soothsayer but meanwhile I am sure you will join me in wishing John's son a speedy recovery.

Well that's all from me for this month. See you all again next month.

Mandy

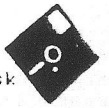
*** REVIEWS ***

TRINITY - INFOCOM

Available only for computers with at least 128k memory and disk

Shop around for the best price

REVIEWER - THE GRUE played on Commodore 128K



In 1985 Brian Moriarty went to Albuquerque for his summer vacation, during which he visited the site of the first Atomic Bomb. A year later Infocom released Trinity.

The game begins in London where you are a tourist on the last day of your \$599 vacation. At first nothing seems out of the ordinary but soon the sound of air raid sirens fill the air, the City is threatened with the instant annihilation of an Hydrogen Bomb. If you are quick you will be able to escape through a white door into a magical and mysterious world.

As you start to explore this strange land you begin to notice numerous gigantic toadstools dotted around, also a large shadow moving slowly across the landscape. As the tip of the shadow touches a toadstool another white door appears and within each door another twilight world in which every atomic explosion that has ever occurred is inexplicably connected. Once you have gained control over this shadow you will be able to keep the doors open whilst you venture into each, fail to do so and you become trapped.

These white doors lead you from the Siberian Tundra to a Tropical Island, from the depths of outer space to deep underground and finally to the New Mexico desert, where you will arrive minutes before the most fateful experiment of all time. It will be your destiny to stop the detonation of the World's first Atomic explosion, code named Trinity.

This was the first puzzle orientated Interactive Plus game from Infocom and they did not let us down. Some of the puzzles require considerable thought, others are fairly straight forward such as through the Nagasaki Door, here all you need to do is take the spade and let the little girl show you her prowess with a bit of origami.

One of the most interesting places to visit first is a cottage, here you will find a magpie which keeps shouting something about a lizard, some milk, a bit of honey and garlic.....it goes booooo!!!

If you take note of what the magpie has said, then when you see the cauldron in the corner you should know that a magic potion is needed. Also the Arboretum is another confusing place at first, for after you have climbed up one side and down the other, everything has totally reversed, even your map will be back to front. This should provide you with a clue on how to halt the progress of the shadow but it is little bit weird the first time it happens.

You will soon learn in which direction is the last door but not being a very good swimmer a boat is the best bet, There is much to do in the last scenario such as negotiating the snake in a ranch house and eavesdropping on a man wearing a pork pie hat as the countdown commences.

It is only now that I found out what the walkie talkie was for, although by trying to use it before would have meant a lot of backtracking. Trying to climb the tower to disarm the bomb also caused me some trouble as I repeatedly kept getting caught in the glare of the searchlight. These for me fortunately were only minor setbacks, my major one and perhaps the only thing I could find to criticise about the game was the wiring diagram of the bomb.

It seemed pretty simple as to which wire I should cut but everytime I cut the wrong one, The reason for this was a circuit breaker which when opened for the first time changes the wiring diagram. I had read the diagram and dropped it before climbing down the tower, not

thinking that I would need it again, so everytime i failed to stop the detonation I had to restore. My last restored position was after dropping the diagram and this made it difficult for me to locate my problem. I could not see why this sort of random element had been introduced into the adventure.

The descriptive text is a joy to read but what makes this one of my favourite infocom games is the way Brian Moriarty has successfully blended fact and fiction, fantasy and realism. The more I play this game I realise how well the fantasy is based on fact, why have a ranch house, a tropical island etc? Well they did play a real part in events leading up to the day Trinity went Bang!!!!!!!

In Trinity there are only 36 takable objects and there are 120 locations. In infocom adventures you will often come across amusing responses, some easily, others you will have to search for. In Trinity the Bird Woman found at the beginning of the game will come up with a few. If you experiment you soon realise that you can ask her about most items in the game such as the Gnomon, Ruby and Wabewalker. The most unexpected response came when I asked her about 'Trinity' but don't expect me to tell you what happened.

Other things to try that will give unusual responses are: Read the book in cottage more than once, call the dolphin 'Jaws', stroke Roadrunner and eat the skink.

The packaging which is so important to Infocom games includes a copy of The Illustrated Story of the Atomic Bomb. This historical comic book gives you the facts behind the fantasy and valuable clues to solving puzzles in the story. Also included is a decorated punch-out sundial, a detailed map of the Trinity site and the instructions for folding a paper bird. Mine looked more like a cross between a Pterodactyl and a Yak, but who cares?!



THE GAC DATABASE PRINTER by Don Macleod (Big Sky Software)



Reviewer - Christopher Hester (Commodore 64)

Have you written an adventure game with the Graphic Adventure Creator on Commodore 64? If so, then you'll need to print out all your text and coding, won't you? The trouble is, there isn't a printing option available on the Commodore version of Incentive's GAC, unlike The Quill, so what can you do? Wouldn't it be good if some kind soul had written a program to print out your adventure's information? Well Don Macleod had done just that! Break out the cans of beer and load in the GAC DATABASE PRINTER!!!

Not only does Don's marvellous program allow you to print out ALL your GAC database, but you can also remove those nasty words that you've deleted, but which stay in the memory! This means that your game no longer needs to suffer from an impending "Out Of Memory" message when you didn't realise deleted words still ate up that precious memory you need for new words. After a few month's hard coding, your game will have gone through a great many changes and you'll have altered many words. I took about a year to write my first GAC game, until I ran out of memory. I then realised this was due to my unused words remaining in the memory, using up large amounts of bytes! At the time, I had no option but to write out the ENTIRE text of my game, line by line using pen and paper, which took several days as you can imagine! Then I had to feed it all back in (!) line by line, so I knew that only the words I wanted were in the memory. Believe it or not, I found that where I'd run out of memory before, I now had 3100 bytes spare!!! In other words, the deleted words still held in memory by the naughty GAC had claimed a whopping

3.1k of wasted memory!

Now that memory can be reclaimed without having to write out your entire game - incredibly, all you have to do is load your database into Don's program and select the "Examine Dictionary" option, from where you can choose to remove the deleted words all in one go! This option is simply invaluable to anyone who has written, or is writing a GAC game! There is nothing to stop you returning to GAC and experimenting with words, whatever their length, until you get the right one. Then go back and reselect the Examine Dictionary option!!

So you could try, for the first time, different words such as "amazing" and "amazingly" which before you knew to avoid, as each word was fully stored by GAC. If you choose only "amazingly" for your game, why waste bytes with the deleted "amazing"? Not any more!

All the options in the GAC DATABASE PRINTER program are just like those of GAC - upon loading the former, you'll see a menu from where the first letter of the word is all you need to press, so for Examine Dictionary, simply press "E". What's more, you can choose to send the result to either the SCREEN, or both the SCREEN and PRINTER by using key F1. If you just want to print out your game's list of Objects, just select the option using "O" and then you can choose the objects you wish to print from their number. So if you only want objects 24 to 33 printed out, just enter 24, <RETURN>, 33, <RETURN>, and you're off! If you want all the objects, just press <RETURN> on its own twice, and you'll get all the objects from number 0 to 255.

You can, of course, also choose to print out your Adverbs, Verbs, Nouns, etc. plus all your lines of conditions and Room Descriptions just like the objects! If you want to print out ALL your game, the menu offers a Preset Order that it'll work through. Simply press "P" and you can sit back! Open another can of beer if you like, whilst your printer reels off all your text in one go! However, if you feel you'd rather have the Nouns first, or a totally different order altogether, Don has kindly allowed you to alter the menu order very easily indeed. You can even save your new order and use it again later! This is what I call a friendly program!

While you're at it, the Examine Dictionary option also enables you to do something rather clever. It'll provide you with a neat list of how many times you've used each word, which can tell you several things, for instance if you've used a word before, no matter where it appeared, or not. Also if you're worried that you might be using a word too often, such as "pleasant". The program simply lists every word used next to the number of times it appears in your game! So now I know that in my completed GAC adventure, I used the word "the" 151 times, but the word "that" only 18 times! The list will also tell you if a word is not used, in which case you can go and delete it safely!

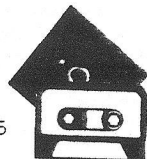
I was glad to see such a useful and friendly program being released. Quite simply, if you have GAC on Commodore 64, you need this program too! I only wish I'd had it before when writing my game!

The progrr must also have impressed Incentive as they're planning to bundle it with the future release of GAC Plus, but don't wait until then, you really do need this now - it's ACE! And if you find you agree, well, you ain't seen nothin' yet... just wait 'till you see the atmospheric adventure game Don's also written!!! Move over, Inrocom...

GAC DATABASE PRINTER is available for the Commodore 64. Price just £5.00, from D.MACLEOD, 35 Old Evanton Road, Dingwall, Ross-shire, IV15 9RE.



*** [Reviews] ***



Rod Pike's Horror Compilation - CRL - R.R.P. £24.95

This collection of adventures all having a classic horror theme comes courtesy of CRL, complete with a censor rating of '15'. The adventures comprise: Dracula, the adventure released some time ago based upon the works of Bram Stoker, Frankenstein, the Mary Shelley classic about a doctor's dream to build a human body and give it life, and Wolfman, which is not really attributable as a classic, but covers the widely known affliction of lycanthropy. Those suffering from this disease tend to acquire the characteristics and nature of a wolf, and a fairly bloodthirsty one at that!

The first adventure, Dracula, has been available for some time and so will not be discussed. The remaining two, however, are relative newcomers to the adventuring world and the following review covers these two alone.

Wolfman.

You start this adventure in a sparsely furnished room shocked to find blood covering your hands and, if you use strict verb-noun format, your face. Furthermore, this blood is not your own! Outside the building you are in, you discover a group of local villagers surrounding the severely mutilated body of the mayor's daughter, swearing revenge on her assailant. Even before leaving your shelter, you must take the necessary steps to allay the villagers' suspicions that you are the culprit. If you are not thorough, the first of possibly several meetings with a silver bullet will ensue.

Once past the maddened gathering, you find your way to a river bank where you see, reflected in the water, the image of the moon... Hairs form and gums split apart in a most illustrative textual sequence as you change form to become the Wolfman, complete with an almost insatiable desire to kill. When in this Wolfman guise, you must not kill any innocent people or the adventure will come to a sudden and often grisly end.

You enter a maze soon after this first Wolfman trial, in which your demise comes about through melancholy if you cannot find your way out. Further travels take into a cave network where you engage a loathsome, maggot infested abomination in a gruesome battle. This leads into the end game sequence in the first part of this three part adventure.

Your goal, amidst all this mayhem, is to search for a cure to the disease you are carrying. You discover that it was being researched in a monastery some three hundred years ago. Perhaps a cure has been found by now. This is your only hope!

The second part sees you taking the role of Nardia, a girl who must befriend the dishevelled stranger she finds lurking on a path near to her home. You have to strike up a rather original dialogue with the young man whereupon he accompanies you home where an intimate yet very tasteful night follows. If you reach the morning intact (!) you reassume the role of the young man, by day a mild mannered traveller, by moonlight, a vicious, blood seeking killer. After explaining your problem with Nardia, you part company and both depart in search of the cure.

Wolfman is a large, extremely well written adventure which portrays events and happenings in a most vivid, descriptive prose. An additional feature of this adventure are the few digitised pictures which appear, mostly at the death of a bystander, but also, for example, as you part company with Nardia in part two. This particular picture showed a different sensitivity to the majority and, together with the text, described most clearly the two lovers parting. The other pictures have a slightly more sinister aspect. They depict several corpses in various poses highlighting ripped throats and other bodily disfigurement.

The pictures are of a similar quality to those in Dracula, but occupy about half a screen. The pixel definition is very clear but, at least on the Spectrum, the colour combinations tend to detract from the full effect. Some may consider the pictures to be unnecessary 'icing on the cake' but as the adventure is in three parts, I consider that the argument for 'less graphics and more text' is not fully justified.

The main problem with Wolfman must surely be the limited parser which at times proved to be most frustrating. I was suprised to find that Wolfman had been implemented on a vintage Quill system, and consequently it inherits several limitations. A couple of spelling errors and even a bug in part two should not detract from this well crafted adventure. The said bug concerns a door in part two which you find is locked when you try to open it. However, you are able to unlock it, even without having the key! This then cuts out a rather convoluted process of acquiring the key in the correct way. Several problems require inputs which are not at all obvious and could present major stumbling blocks to the unwary, but with a little patience, I found I was making slow but steady progress through it.

Frankenstein.

It had been four years ago when you, Doctor Victor Frankenstein, had given the abomination you built life, and upon seeing it rise had fled from it and allowed it to take itself wherever it would. You had all but forgotten about the creation when a tragedy struck. You heard that you sister had been brutally murdered and that a monstrous giant had been witnessed in this act of savagery. This rekindled an ambition within you to seek out your creation, and destroy it.

You travel to your father's house in Switzerland from where your hunt for the monster begins. You start this three part Quilled adventure in a bedroom in your father's house, with a raging storm battering the house outside.

As you are not always told possible exits from locations, and as you quite often have to enter "LOOK AROUND" to receive a complete room description, (why you are assumed to walk around with your eyes closed I'll never know), the roof will probably come crashing down on top of you several times while you become accustomed to the adventure's mechanics.

Once downstairs you need to wait for your father to arrive and unlock a door. Well, a passable problem perhaps, but not when you must sit in a chair before waiting! No sitting in chair - no father! This is the first example of how awkward this adventure actually is.

No help is available in part one and very few clues can be readily ascertained by examining the environment. In part two, as well as several messages being corrupted with odd letters, the help function causes the machine to crash, forcing a complete reload!

Once out of the house, you plunge into a forest maze which contains it's own timing routine which takes the form of a huge bear tracking you down. The bear gradually gets nearer and nearer until either you discover how to evade it (not easy), or you join it for lunch! I ended up lurching with the bear countless times as you are given very little time in which to map the maze and find the way out.

As you progress through this adventure, the problems do not seem to ease up at all. In fact, some of the situations you are faced with are downright unfriendly, and most unforgiving! The descriptions of locations, and, more so, the events are what holds the adventure together. The text is detailed with almost as much care and creativity as with Wolfman. Unfortunately, the atmosphere is let down with such exchanges as: "You are carrying a bucket. EXAMINE BUCKET. You can't do that".

The adventure contains no digitised pictures, at least I've not found any and I've been killed off many times, and is presented in none too original black text on a white background. The parser is also somewhat limited - synonyms are not it's strongest point. In some situations, exact phrasing is required even though the content of the input may form the correct solution.

Frankenstein, quite simply, lacks polish. It's a great idea, but not enough care was taken with it.

Overall.

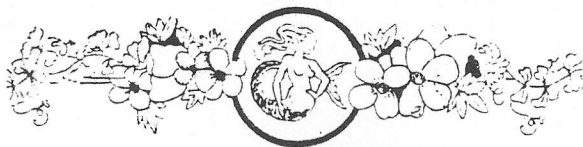
Atmosphere projected by both adventures has been excellently crafted by Rod Pike. The aging Quill system is now showing it's grey hairs and should be retired - it does nothing to help the adventures. Upon loading either adventure, the displays are rather lacking in finesse which is a slight disappointment after examining the large video style box which contains the two tapes and is covered in warnings about the explicit graphics.

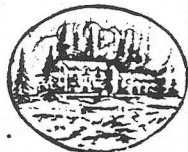
The controversial censoring of CRL's recent adventure offerings have achieved what they set out to do. The extra publicity has surely helped sales of the adventures. This compilation has a '15' tag attached to it, meaning it is 'unsuitable for persons under 15 years of age'. True, the digitised pictures show quite violent scenes although the text is actually more explicit, but they are nothing in comparison with readily accessible television films, or even modern day media coverage of particular events.

Wolfman and Dracula are both enjoyable adventures, while Frankenstein could have been with better playtesting. If you already have Dracula, it probably isn't worth you buying the entire compilation.

Reviewer - Paul Brunyee - Spectrum.

Formats available - Spectrum, probably other 'popular' micros.





The Enchanted Cottage and Jack And The Beanstalk.
Jack Lockerby - £2.50.

This double adventure tape comes from the PAW of Jack Lockerby, a name rapidly becoming synonymous with good value, quality adventures. As Jack himself says, they are not necessarily world beaters, but are adventures he hopes people will have a most enjoyable time playing. For those daring to support this homegrown concern, for your money you get two 48k PAWed adventures (working out at £1.25 each!), written in a friendly, text only format.

The Enchanted Cottage.

As an apprentice sorcerer, you are desperate to become a fully fledged member of the sorcering fraternity and when she-who-must-be-obeyed says enough is enough, you take the plunge with an eager anticipation and enter the Enchanted Cottage. Your mentor's parting words inform you that if you manage to leave the Cottage, your dreams and ambitions as a sorcerer will be fully realised, and an index linked pension will be thrown in, to boot!

The exit from the Cottage is a door secured by three locks. Simply retrieve the three keys, insert them into the door in the correct sequence, and you will emerge triumphant.

You start in a single location with quite a gentle problem to coax the apprehensive adventurer along. Three spinning discs appear (what do you mean you got the sequence wrong!) and by jumping on each disc, you are transported to one of three scenarios for further problem solving. Travelling between each of these sections is straightforward, and indeed necessary, as objects found in one group of locations will need to be manipulated in another.

As you may have deduced, the adventure is slightly tongue in cheek, with vaguely surreal locations and events. The puzzles are the best feature of this adventure and range from the 'it was spelt out for me' to the 'never in a month of Sundays' in terms of difficulty. There is a good spread of the easy to medium puzzles and, fortunately, only a couple of the really devious type. Don't let the majority of the problems lull you into thinking it is easy. I found that I was able to progress fairly steadily through the adventure and only started finding trickier problems around the 40-50% mark. A couple of hints later and I was moving on once more.

As a sorcerer, magic plays an important role in the solving of several puzzles. You start with your trusty spell book which contains the wordings for several spells identified by a single keyword indicating their purpose. But before casting any spell, you must find the correct focus, in a similar manner to Level 9's Price of Magik.

The Enchanted Cottage is an enjoyable adventure and was written by an author who can clearly put the PAW to good use. This is the main adventure on the tape and comes with:

Jack And The Beanstalk.

Are we sitting comfortably, then I'll begin. Things are in a pretty bad shape at Jack's house. His tearful mother has no food and can't

afford to pay the rent and, well, threatened with eviction what can Jack do but try and sell the cow at the nearby market. What's this? The trader wants to swap the cow for some magic beans. He's a sly one. Oh well, it's better than nothing, and that lantern seems a snip costing only a penny. You might as well buy that while you are at the market.

Mother wasn't pleased at all with the beans, she even slung them out of the window and sent Jack to bed. Some thanks! Still, in the morning the discovery of the giant beanstalk had caused mother to forget about Jack's hapless haggling. Time for a little exploring Jack thought....

Heard this before? You probably have as this adventure is based upon the well known childrens story of the same name. You play the part of Jack and start in your house trying to comfort your mother in the unfortunate situation you find yourselves in. Your aim is to move from rags to riches and get rid of all your troubles in a classic fairy tale ending.

As the tale will be familiar to most, the initial puzzles will present no real problems - as long as you remember what Jack must do right at the very end of the tale! You will soon be battling away with a dragon, helping various Elves, and of course, avoiding the ubiquitous giant.

This is rather an easy adventure with help and pointers strewn throughout the adventure. For example, you soon come across a dragon barring your path with no obvious way around it. You also find a creature later on which, upon examining it, you find is particularly useful for dealing with dragons!

Both adventures contain an introductory screen which details the plot, and also includes a list of some useful commands. RAMSAVE and RAMLOAD are supported in both adventures and items exists in both adventures which act as containers where you can deposit any number of items and carry them around with you. Help is available, albeit indirectly, as requesting such tells you to apply for a hints sheet by sending an SAE to Jack Lockerby, or alternatively, to use the telephone number provided. How's that for a helpful author!

Contrary to Jacks usual practice of including hints within the adventures, coded hints will now only be available through postal means as just described. This decision was taken, I'm assured, from some sound advice. The hints sheets are very useful and rather than spell out a solution, often point you in the right direction instead. Being coded, they prevent you accidentally seeing certain hints you may not want to see.

My only complaint about these adventures is that the plots offer no solid storyline. Instead, the adventures are left to pass from one puzzle to the next with no strong connections. However, this is only a personal preference and if you have never tried a Lockerby adventure before, I'm sure that you won't be disappointed.

Reviewer - Paul Brunyee. Formats available - Spectrum only.

Mr.J.A.Lockerby, 44 Hyde Place, Aylesham, Canterbury, Kent. CT3 3AL.



*** ATTENTION 128k SPECCY OWNERS ***

MONSTER

(128k)



At last the next generation of spectrum adventures is here for your enjoyment. MONSTER has about 120 locations with graphics, some of which are up-dated by events occurring in the game and is set in a huge fantasy landscape, riddled with magic and mayhem.

Monster is living proof that the best games don't necessarily come from the big software houses. It has more depth than the average full price offering and deserves to do extremely well. OVERALL 84% (CRASH MAGAZINE MAY 1988)

Monster is available for any 128k spectrum and on the 'B' side of the cassette there is a bonus game for any 48k spectrum called Star Reporter in which you must get an interview with the elusive millionaire recluse, Howard Shooz. Both games on one tape and all for the incredibly low price of only £3.99 which includes postage and packaging.

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DON'T MISS OUT ON THIS ONE

★ STAR REPORTER (48k)



*** ONE DARK NIGHT... ***



An adventure by PAUL BRUNYEE for 48K Spectrum.

Speeding through unfamiliar surroundings on lonely, endless lanes and deceptive, dangerous bends, your car strikes a high verge and after a jarring impact with a series of pot holes, rolls to a halt at the start of a gravel drive. You try turning the keys again and again, but to no avail. Resigning yourself to this, you peer outside the car and see only the gravelled drive and dense foliage. Having lost your way many miles earlier, this is the first sign of habitation you have seen. Sitting somewhat cold and miserable with your companion, you discuss the possibilities of finding help at the end of the drive, wherever it may lead...

Within "One Dark Night..." you choose which of the two characters in the car you wish to play. Thus, you may play a male or female role. This decision then affects certain situations within the adventure.....

Also featured are - flexible sentence parsing, character interaction and challenging and original problems.

★ "ONE DARK NIGHT..." is available for £3.00 from Paul Brunyee, ★
38 Gynsill Lane, Anstey, Leicester, LE7 7AG.

When Keith Campbell kindly consented to an interview with Adventure Probe I was delighted. Actually it was very good of him to spare the time because he was very busy indeed. The Campbell family had wedding bells in the air and were deep in preparations for the big day. Luckily I caught Keith between work and a relaxing visit to the sauna and he was only too pleased to answer some of my eager questions.

They say that the best place to start is at the very beginning so my first question was perhaps a bit obvious but it did help to break the ice.

PROBE "What was the first adventure you ever played Keith?"

KEITH "It was Adventureland by Scott Adams. I played on a friend's copy and immediately mail ordered one for myself! Like many adventurers I was completely hooked within five minutes of starting!"

PROBE "Which would you say is the most enjoyable adventure you have ever played?"

KEITH (Replying without hesitation) "Stationfall"

PROBE "Yes that is one of my favourites also. Well then, could you perhaps tell us which was the worst adventure you can ever remember playing?"

KEITH "Yes, well of the Commercial Software I would say it was Ghost Town by Virgin - not the one by Scott Adams."

PROBE "I know it probably is not your intention but sometimes in your column you give the impression that you are saying "Oh No! Not ANOTHER Quilled or GAC'd adventure." What are your feelings about the use of adventure writing utilities?"

KEITH "Well I think they could be a very good thing but the problem is that now all and sundry are jumping on the band wagon with mediocre adventures."

PROBE "What would you like to see done about this situation?"

KEITH "There isn't a lot that can be done but I think bad commercial adventures should be heavily criticised in reviews and bad "home grown" ones should not be reviewed in National Magazines."

PROBE "Would you prefer only to see adventures written by experienced programmers who do not need an adventure writing utility then?"

KEITH "Not necessarily, some of them are very good such as those written by Fergus McNeil, Rod Pike, St Brides and a few others. The trouble with these adventure writing utilities is that they are usually so limiting. A company with its own system and programmers will modify their system for a particular game if they need new features for the plot."

PROBE "How do you see the development of adventures in the future. Do you think the trend will be more towards more role playing or more in the form of a computer novel?"

KEITH "I certainly think there will be a degree of merging between role playing and traditional adventure as in Beyond Zork and Legend Of The Sword which will be released soon. I think we are moving away

from the novel type of adventure because there is not enough game play."

PROBE "I would be interested to know what degree of importance you would place on the technical advances in adventure writing such as highly advanced parsers. I would have thought that a good plot and storyline were more important."

KEITH "No I think they are of equal importance because coupled with a good storyline, advanced programming on the latest hardware reduces constraints on input, and provides more realism."

PROBE "How do you feel about the Icon and Joystick type of adventures? In my experience I find most adventurers either love them or hate them."

KEITH "Actually I quite like them but I think they only really seem to be enjoyable on 16 bit machines. They are too slow and the graphics are too coarse on, say, the Commodore 64."

PROBE "What computers do you use for playing your adventures on?"

KEITH "Well, I have Atari ST, Commodore 64 with disk drive, Spectrum plus 2, BBC B, Amstrad CPC 464, An MSX which I have never used and I also have a TRS-80 Model 4 which is now obsolete for games although I still have a lot of classic adventures for it."

(I tried very hard at this point not to let my envy come to the fore although I must admit that I was turning a distinct shade of green!)

PROBE "Which computer would you choose if you had the choice of any one on the market?"

KEITH "Well the Atari ST is the one I recommend, although the Amiga is my first choice as I haven't got one ... (yet!) Soon things may change as prices seem to be evening out now."

(I think at this point my green colour deepened somewhat so I decided that I had better change the subject!)

PROBE "I would like to ask you about your own adventure writing now. Is The Pen And The Dark the only adventure you have ever written?"

KEITH "No, the first three adventures I wrote were Fairytale, Wonderland and Dreamworld. These were written on the TRS-80 in basic but were later converted to BBC. They were published by Molimerx. And there was The Vespoician Affair which was a listing in the C and VG year book."

PROBE "What prompted you to write your own adventures?"

KEITH "It was fascination with how the intelligence was programmed and I enjoy puzzles and of course devising them."

PROBE "Were you happy with The Pen And The Dark?"

KEITH "Not 100 per cent. Within the constraints of the novel, I felt it was a fair adaptation of the original story though."

PROBE "Do you think you will ever write another adventure?"

KEITH "Yes I would like to but time is the enemy!"

PROBE "Yes you must have a very limited amount of free time. Do you

find that you only have enough time to play the adventures you have been sent for review or do you manage to find time to relax and play an adventure of your own choice?"

KEITH "Well when I do have the time I do go back on adventures that I really enjoyed whilst reviewing - these tend to get longer review playing time as well! For example Stationfall, Lurking Horror and Jinxter."

PROBE "How long have you been writing the adventure column in C and VG?"

KEITH "Since the first issue in November 1981! I am now the only person to have written in EVERY issue of the magazine!"

PROBE "How did your involvement with C and VG first come about?"

KEITH "The editor of C and VG contacted Molimerx before it was launched and asked for adventure authors to write an adventure column. Brian Howarth was the other name suggested by Molimerx."

PROBE "What do you do for a living? I mean what is your full time occupation?"

KEITH "Actually I am an Electrical Engineer in the Electricity Supply Industry, nowadays in Engineering Computing, on an IBM Mainframe."

PROBE "What do your friends think about your adventuring activities?"

KEITH "They think that I am slightly mad, and only do it for the money - which is not true, although I doubt if I would be as prolific without the money!"

PROBE "What does your wife and family think about it?"

KEITH "Well they know that I always wanted to be a journalist but I was dissuaded by my parents as a teenager, they know I am a fan of the games and of course they like the money so they put up with it all!"

PROBE "Obviously you are not getting rich writing the adventure column so can you tell me what you enjoy most about writing it?"

KEITH "No I am not getting rich writing it although the extra money is useful, of course, especially with a family of 22, 20 and 18 years! I enjoy writing and, hopefully, entertaining and informing so many people. I just love reading and replying to letters from the readers and occasionally meeting some of them."

PROBE "I am sure that with the amount of mail you get, you must have had some amusing letters. Can you think of any particular incident that you would like to tell the readers of Probe about?"

KEITH (With a chuckle) "Yes, it was some years ago now. I had a letter from a Rebecca Corwell with a problem on the Hobbit that I just couldn't answer. I kept it back and, after some three months of asking around to find the solution, I finally had the answer and wrote back, grovelling for the delay. Some months later when I was visiting C and VG offices I noticed an 'in' tray piled with letters marked "Rebecca Corwell". I asked around and a staff writer explained that was a name he used in the magazine to stir up readers mail! It turned out that he had sent the Hobbit letter, to "test" the helpline! I was furious! He was Robert Schifreen, later to become famous for hacking Prince Phillips Prestel Mailbox, and now editor of

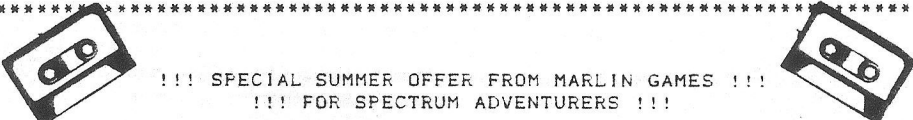
a professional computer magazine called EXE."

PROBE "You have commented recently about the availability of Adventure Software in the High Street shops but more and more Probe readers are complaining that throughout the Country it is very difficult to obtain adventures over the counter. Therefore Mail Order seems to be the only answer. If you really feel that Adventures are readily available in the shops what advice would you give to the readers?"

KEITH "Seek out a good computer games specialist shop. We have an excellent one in Brighton - "Games" - that stocks most adventures. But I do agree to a certain extent, Boots and Smiths are a write-off as far as adventure software is concerned."

PROBE "As far as adventuring is concerned, do you have any particular ambition or dream that you would care to tell me about?"

KEITH (With a faraway look in his eyes) "Yes, to get very early retirement and a golden handshake from my 'real' job so that I can write adventures and a book in the extra time I would have. But meanwhile I hope to continue to strive to make my pages in Commodore User and C and VG as lively and as entertaining and informative as I possibly can."



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*** A DEFINITION OF AN ADVENTURER ***
 BY TONY BEVAN

An adventurer is - One who coins new expletives without really trying whilst attempting 'to boldly go where everyone has gone before' (with apologies to Capt. Kirk).

(I wonder if any other reader might have a definition of an ADVENTURER.....Mandy)

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*** ADAMS AMSTERS ***

Welcome one and all to what may become an occasional page or so from myself, Bob Adams, specifically aimed at Amstrad adventures as I own a CPC 6128 plus a cassette player for tapes, but should hopefully also be of interest to other computer owners as most of the adventures I will be discussing are also available on your machine. Unfortunately for me, this does not apply in reverse. I am really envious of all the adventures available for you lucky Spectrum owners, especially the 'home grown' variety which are usually remarkable value for money.

Before I start discussing individual games, I would first of all like to give you a little bit of background about myself and then tell you about the things I like and dislike in adventures. If anything that I've written raises your temperature then please write to the Editor and tell her so. - It's her fault for asking me. (That's right, blame me!...Mandy) Nice complimentary letters are also welcome and might even mean that this page will appear again. Well not exactly this page but another one written by yours truly, if you see what I mean.

The Amstrad 6128 is the first computer I have owned. At the age of 39 I believed I was too old to learn new tricks and I bought the computer for my two daughters aged 7 and 10 to help with their computer studies at school. Well I know it's a common story, but in no time at all I was hooked. Teaching the girls started to take second place to teaching me. I quickly discovered that joysticks were not designed for my generation as my 7 year old could pass my best score without even looking at the screen, and I had really sweated to get tht far! So I toddied off to Evening Classes to learn Basic programming and devoured every computer book and magazine I could get my hands on.

Very soon my wife realised she had a rival in the house. No longer did I disappear down to the Pub to play pool all evening. Now I was at home every night but still not 'with her'. Instead I could be found bent over the keyboard either giggling away to myself at some secret joke or swearing out loud saying something like "whats the matter with the flaming thing, doesn't it understand English?". Yes my friends you've guessed it. After several flase starts I had now discovered ADVENTURES!

Now all this has happened in the last 12 months, so I am not going to be making any claims about how many adventures I have completed or offering a helpline because I am not that an experienced a traveller as yet. What I hope to be able to add to Adventure Probe is encouragement to all beginners because if I can do it, then anyone can, and if I also happen to help you more experienced players with the problems I have encountered, then I will feel that it has all be worthwhile. However, I will be relying on your feedback to know if this is true.

Well now, let's get down to the nitty gritty. (What a strange phrase that is when you write it down). I began adventuring luckily. What I mean by that is, the first adventure I played just happened to be MESSAGE FROM ANDROMEDA. The reason I believe that was lucky is because I was able to get into it and did not find it too difficult to complete as a first adventure. I firmly believe that if I had attempted HITCHHIKERS as a first go at adventuring, I would soon have given up and never looked at another one again. So your first choice is VERY important.

Once I had decided that I enjoyed adventures, I started buying back issues of everything related to adventures and Amstrad. I quickly built up a library which allowed me to trace back in time the date

order of when games were released. The purpose of this was to buy the games that received good reviews and also to play them in the order that they were released. In the belief that the older ones would be easier than the latest games and therefore give me as gentle an introduction as possible to the art of problem solving. In other words, to tread the same path as the current "Kings and Queens of the Castle". My collection of "classic adventures" is growing nicely but despite owning several Infocom titles that I'm itching to have a go at, I have so far resisted the temptation (well not entirely), until I've completed several of the earlier adventures.

I have though, already formed definite opinions about what I do and what I definitely do not like.

LIKES

Humour.
Logical puzzles.
Good plot.
Graphics.
Correct grammar.

DISLIKES

Mazes.
Illogical puzzles.
Random deaths.
Graphics.
Mazes.

Those of you who are still reading this will have noticed some contradictions in the above. Read on and all will be revealed (I think).

First and foremost I love humour. From the idiotic spoofs of Delta 4 to the subtle humour of Infocom. I love it all.

An adventure must have a plot that you can believe in so as you can become involved. If the plot is trash then you don't care if the hero or heroine saves the world or not. It just isn't worth the trouble to find out.

Correct spelling and grammar are important. For me, a spelling mistake can totally ruin the atmosphere, assuming the game had one in the first place. It also tells you how much trouble the Author has taken over his game and whether or not you're likely to find other bugs later on.

Illogical puzzles are the product of a barren imagination. They are there only to slow you down and again can quite easily ruin the atmosphere that's been built up so far. After trying all the logical solutions to a puzzle and finding the screen keeps telling you "You can't", you then start typing in the most outrageous ideas until one of them finally works. That to me is not problem solving. It's more like Russian roulette.

Dare I mention it? Oh well I might as well. I DO NOT LIKE MAZES AT ALL! If I find myself entering a maze I immediately reach for the solution or map to get straight through it and on into the rest of the adventure in the shortest possible time. To me they are an abomination and should be banned. There, that should get some mail coming in if nothing else does.

Random death. This is another of those features that are only there to stop you because the Author was unable to invent a clever problem instead. To be merrily making progress and then be told that "An alien guard has walked into the room and shot you. You are dead. Do you want to play again? Y/N." usually fills me with anger. That anger then doubles when you realise that because you have been making such good progress, it's ages since you have 'saved' your position.... know the feeling?

Now then what's left? Ah yes, Graphics!

I thought when I started adventuring that just staring at a screen full of text would be boring. I therefore concentrated on buying the

type of game that advertised "Truly amazing digitised graphics, at least 200 locations with life like pictures never equalled since Van Gogh!". That'll do for me I thought, and parted with my dosh. HOWEVER, now I am actually playing these games with their truly amazing wotsits, I wish the flaming graphics had never been invented. Talk about an anti-climax. "You are staring the worst horrible death that can be imagined by a sick mind, in the face. You have 10 seconds before you are extinguished forever". You can only make one move and it's got to be the right one. Holding your breath your fingers flutter across the keyboard as you input what you hope is the correct answer. You press (Return). You wait for the response. Have you survived?....."

Well you might as well go and make a cup of tea, because for the next five minutes the computer is not in the least concerned about whether you have survived or not, it's far too busy drawing a pretty awful picture. Once again the atmosphere has been totally destroyed. So from now on it's text only for me if, I'm given the choice. It's a pity that all so called, "Graphical adventures", don't include an 'Off switch' for those of us that don't want the graphics.

For those of you, who have suffered my rantings this far looking for clues to adventures, I suppose I had better tell you about the few that I've actually completed. It won't take long. They are in order of completion:-

MESSAGE FROM ANDROMEDA: HEROES OF KARN: JEWELS OF BABYLON: DUNGEONS, AMETHYSTS, ALCHEMISTS, ALCHOLOCICS: and FOREST AT WORLDS END. Current games in play are:- MORDONS QUEST: and THE TRIAL OF ARNOLD BLACKWOOD.

If I am allowed to speak to you all (both of you) again, I will endeavour to tell you how I overcame the problems that each of these games consisted of, but for now I feel that I have used up far too much valuable space already.

What I hope to do in another issue or issues is to give solutions, hints, tips and reviews of all the games that have graced the screen of my Amstrad so far. They will however, all have one common theme. They will all be golden oldies of the AdventureWorld. Possibly games you played before and never finished or perhaps like me, it may be your first attempt at it. Let us rediscover these old games together and for all you "Kings and Queens" perhaps we can revive some old happy memories (or frustrations). If you feel like contributing to this article then I will be delighted to include your tips and advice as well, OR, if you feel that this is a load of rubbish and you can write a much better article, then Mandy will be relieved (Oh no I won't....Mandy) and I will be only too pleased to read your efforts instead of mine!

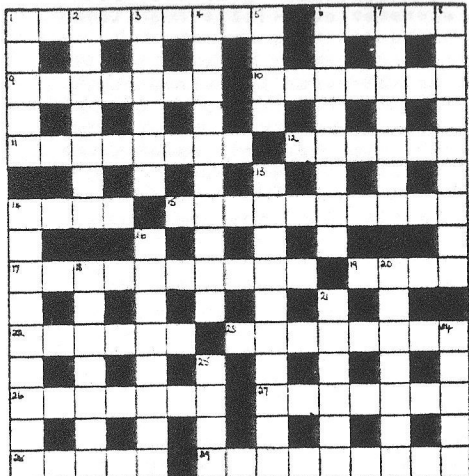
And now I would like to leave you with this final thought in case I never return.

If an Amstrad owner dies after hearing that no more adventures would be released for his machine, would the inquest record that he died of "MISS-ADVENTURE"?

> What now?

Bob Adams.

(Well, I for one hope that Adams Amsters will return. Well done Bob.....Mandy)



PROBE CROSSWORD 1 by Koschei

- 27 Fine lid broken by Infocom's unbeliever (7)
- 28 Got revenge in a title? (5)
- 29 Must he sever noose to obtain the flower within? What a bore! (3,6)

DOWN

- 1 & Fed up with marriages? (5,2,3,5)
- 2 What Graunch spoke in (7)
- 3 Get blow after sitting for eastern ruler (6)
- 4 Stranded on a desert island with only Lord Of The Rings? A vicious harpy would give you it! (1,5,4)
- 5 Level 9 brought you back here (4)

ACROSS

- 1 Poet without a ring gets 1 dn we hear, and gets old at the end for a drinking experience (5,4)
- 6 Slipped 14 ac in this? (5)
- 9 Parcel service for Betelgeuse perhaps (3,4)
- 10 End of smart company needs a turn at end for a fortifying mixture (3,4)
- 11 Fergus's lot plus six more equals Lent date muddle (5,3)
- 12 Like 5 dn (6)
- 14 Skid messily, could be heading for a crash perhaps (4)
- 15 See 1 dn
- 17 Singular master of the clock (4,2,4)
- 19 Sleeping adventure? Always bottom of the list! (4)
- 22 Perfidious _____ (6)
- 23 Unruly crowd headed by Second City initially for a board game (8)
- 26 Defer to the censor when creating an RPG, leaves out former spouse (4,3)

- 6 Any cat does it but Felix more than most in CCI (4,4)
- 7 6 ac waiting for 14 ac bumps into conventual, could be a lazy Franciscan (4,3)
- 8 Anticipates Dorothy's disappointing wizard, perhaps when going by Singapore (7,2)
- 13 It stops, because of a ghost? Might be your computer or almost anything (3,7)
- 14 11 ac minus extra gives less, correctly (5,4)
- 16 In the beginning there was the giant, who in the end was only very big (8)
- 18 One is reluctant to do this if one is 1 dn 15 (3,4)
- 20 Springy fellow gets about in a roundabout sort of way (7)
- 21 Loud fable confused, confuses, as puzzles should and do! (6)
- 24 Terry sends Len northeast in a panic (5)
- 25 Suicidal option for frustrated players? (4)

=====

ANSWERS TO LAST MONTH'S PUZZLE

- | | | |
|-----------------------|------------------------|----------------------|
| 1. THE PAWN. | 2. GNOME RANGER. | 3. KNIGHT ORC. |
| 4. LORD OF THE RINGS. | 5. CLOUD 99. | 6. ROBIN OF SHERLOCK |
| 7. SERF'S TALE. | 8. WORM IN PARADISE. | 9. BEATLE QUEST. |
| 10. SPELLBREAKER. | 11. ALIEN. | 12. JADE STONE. |
| 13. COLDITZ. | 14. CASTLE OF RIDDLES. | |

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PAT'S (other) PATCH

Last month I left you with conditions for getting, dropping and examining any object in the game. I forgot to mention that you would need to insert some sort of descriptive message for each object but I'm sure you realised (didn't you?!).

So far when testing the game you should be standing in the cell unable to move but able to get drop and examine the blanket. Now to get out of the cell we will need the coin, and as a red-herring - the penny too.

More verbs will also be needed together with a couple of extra nouns which do not have objects associated with them. So insert the following;

NOUNS

- 10. DOOR
- 11. GUARD

VERBS

- 20. KNOCK
- 21. GIVE

The next step is to place both the coin and the penny in the player's inventory. To do this we need to set up a condition which will only ever be acted on once in the HIGH conditions. To ensure that it is only acted on once we use a marker, testing for its condition to decide whether or not to do the actions.

IF (RES? 10) SET 10 BRIN 1 BRIN 2 GET 1 GET 2 END

We're using marker 10 here and saying that if it is reset the coin and penny should be brought to the player then put in the inventory. At the same time we'll set marker 10. Then the next time the system looks at the condition RES? 10 will be false since we have now set it, so it won't do the actions in the condition.

Thus unless we subsequently change the state of marker 10 this condition will never be acted on again. The reason we go through the rigmarole of bringing then getting the objects rather than just putting them in room 1 to begin with is that the room description together with any objects present is printed to the screen before any conditions are looked at. So the descriptions of the penny and coin would show up on the screen which we don't want.

Now we want to arrange our escape from the cell. This is achieved by knocking on the door to attract the guard then bribing him with the gold coin. If we offer the penny he will be so insulted that he will kill the player but the gold is more money than he has ever seen so he goes AWOL leaving the cell door open.

For this we'll use Local Conditions for room 1 and, a few more messages:

- 10. Footsteps sound as the guard opens the door and enters the cell.
- 11. The guard is insulted and kills you.
- 12. Wide eyed, the guard grabs the coins and runs off.

We also need another marker to say whether the door is open, and one to say whether the guard is in the cell (and therefore available to

be bribed. So the markers so far are;

10 set after coin & penny put in inventory

11 set if guard in cell

12 set if cell door open

The conditions are as follows;

IF (VERB 20 AND NOUN 10) MESSAGE 10 SET 11 WAIT END

IF (VERB 21 AND NOUN 2 AND CARR 2 AND SET? 11) MESSAGE 11 EXIT END

IF (VERB 21 AND NOUN 1 AND CARR 1 AND SET? 11) MESSAGE 12 RESET 11 SET 13 WAIT END

Now if you remember, we didn't put a connection from room 1 to room 2 so now we can, based on whether the door is open or not. This also goes in the local conditions for room 1 as follows;

IF (VERB 2 AND SET? 12) GOTO 2 WAIT END

Thus the player will be able to leave the cell only after bribing the guard with the gold coin. As a further twist the blanket will be needed later in the game so we could have the cell door slam shut to prevent going back (aren't we nasty?) by resetting marker 12 in the last condition and adding a message to that effect. So add the following message:

13. The door slams shut behind you.

And change the last condition to read;

IF (VERB 2 AND SET? 12) RESET 12 MESSAGE 13 GOTO 2 WAIT END

You might find putting a hold between the message and the goto to be effective!

From these conditions you should be able to see how markers are used... if not please let me know and I'll go into it in greater detail in a later issue.

You should now be able to wander around a lot more of the playing area. As you explore check that all the available objects can be manipulated and examined. You shouldn't be able to give or knock anything now as conditions are only available for these in room 1. If we want a command to be recognised in other places it needs to go in the low conditions like the get, drop and examine. Local conditions are ONLY for conditions unique to that room.

More next month..... bye!



*** LETTERS ***



Like Bob Adams, whose letter you printed in the May issue, I've had some frustrating dealings with the mail order firm "Budgetsoft". The problem is that they take a very long time, much longer than the 28 days which is the normal maximum. I sent in an order on 15th March and I received the software on 9th May, i.e. nearly two months later. The moral would seem to be to order from someone else if you have the choice. However Budgetsoft do sell a lot of old-ish software which is very difficult to get hold of elsewhere, so it may be worth risking a small order since they do seem to deliver the goods - eventually.

PERRY WILLIAMS, 12 Godesdone Road, Cambridge, CB5 8HR.

=====

I was concerned to read of the problems Mr R.A.Adams has experienced with an advertiser trading under the name of "Budgetsoft" in Amstrad Action. I had similar trouble a while ago when I sent off for some video tapes in response to an Advertiser in a Video Magazine. I too had trouble with the advertiser not complying with his obligations. I sent my money and received nothing in return. My letters of complaint were ignored. So I wrote to the Advertising Manager of the magazine concerned and also to the Trading Standards Dept. - District Inspector, in the County Council Offices situated in the area of the Advertisers address. They tracked down the errant, stood over him whilst he wrote out a cheque refunding my money in full. I offer this as a solution to Bob Adam's unfortunate experience. Incidentally he is not obliged to accept a credit note, but is entitled to his money back.

JOHN KENDAL-ARCHER, 1 Carol Close, Felixstowe, Suffolk, IP11 9QD.

(Thank you for the excellent advice John, I hope readers will remember this should they ever find themselves in this kind of awkward situation.....Mandy)

=====

Well done on producing an excellent magazine and admirably filling the shoes of Sandra. I think the idea of a 'Golden Oldies' section is a great one. How about including games such as Velnor's Lair, Mystery of Monroe Manor and the Pettigrew Chronicles which are hidden away in the depths of my drawer? I notice that John Kendal-Archer is having problems with Murder On The Atlantic. Perhaps you could print in your magazine that th password he needs is SESAME. I am afraid I cannot help in how to write the programme. In the same game I am stuck in answering the question asked by the Chaplain in the Chapel - "I may speak if you give me the first name of St. Peter's successor?"

If anybody can answer this question I would be very grateful. I found John Barnsley's article 'Seek And Ye Shall Find' fascinating and hope to see further articles on other weird and wonderful objects and places. Finally if anybody can give me any help in an icon driven adventure STIFF LIF AND CO I would be very grateful. Keep up the good work.

IAIN FINDLAY, 25 Kings Road, Benfleet, Essex, SS7 1JF.

=====

Thank you very much for sending me another copy of your excellent magazine "Probe". Until I subscribed, I was suffering terrible withdrawal symptoms since the demise of 'What Now?' and the 'Questline Chronicles'. At last something to read about my favourite subject. Adventuring for me is a solitary business, my computing friends see little meat in playing this type of game. Little do they realise the immense satisfaction that can be gained from solving a difficult problem (or more frustrated when stuck in one). Therefore a fanzine such as 'Probe' is essential. Good software at the moment seems thin on the ground. What a refreshing surprise it was to find an adventure of the quality of "Rigel's Revenge". At last, graphics that are used as visual clues rather than for just decoration, well done Smart Egg. Finally I would like to wish you lots of success as our new editor.

IAN LONGDEN, 9 Bramley Avenue, Stretford, Manchester, M32 9HE.

=====

As a quick note, I know books don't feature in Probe but this may have some bearing on adventures. Terry Pratchett's (of Colour Of Magic fame) new book 'Strata' bears more than a passing resemblance to events/characters first encountered in Snowball and Return To Eden. Would this be a novel inspired by an adventure? If so it must be a first. I'd be interested if any other reader who has read it has come to the same conclusion.

G.D.KENNINGTON, 9 Cockington Walk, Eggbuckland, Plymouth, Devon, PL6 5QF.

=====

I must congratulate you and all concerned on your magazine Adventure Probe. I read the March edition and was so impressed I bought the company! Seriously, the magazine is excellent with very humorous articles from Fete Gerrard and Pat's Patch was very informative as I find GAC very difficult to use. Oh, before I go, thanks to Doreen Bardon and Walter Pooley for helping me out on a few games. Keep up the good work.

MARK WALKER, 34 Manvers Ct, Manvers St, Sneinton, Nottingham, NG2 4PF.

=====

I would like, through your magazine, to praise one of the best smaller software houses featured regularly in Probe. I am of course referring to Tom Frost of Tartan Software. His games are definitely in the top league of adventures written today. CASTLE EERIE and SHIPWRECK to name but two are really brilliant and when you think of what they cost how can anyone playing adventures not buy them. It's obvious when playing one of Tom's games that they were written by an adventurer himself, logical problems and logical solutions, fast action, quickly drawn graphics and novel ideas, all help to make Tartan Software games a pleasure to play.

LOL OAKES, 7 Clarke Cresc, Little Hulton, Worsley, Manchester, M26 6XL.

=====

Could anyone please help me by telling me where I can buy adventure tapes for the Amstrad 464 as in my area they do not seem to stock them, I know that you can send to Software Houses but the trouble with that is, that they do not tell which are adventure tapes or not.

NANCY K. ISAAC, 41 Adelphi Cresc. Albany Rd, Hornchurch, Essex, RM12 4JZ.

=====

First of all I must congratulate you on my latest edition of "Probe". As usual it was full of very readable articles, reviews and letters. I must also thank you for your help in completing "Fortress of Keler". After you got in touch with Jim O'Keeffe he took the trouble to ring me and gave me the answer that enabled me to finish the adventure. Thank you both so much.

I have been playing adventures since 1981. I cut my teeth on Level 9's Middle Earth adventures and progressed through to Infocom's Zork etc, but I must say I am getting my greatest pleasure out of the many Mail Order adventures that are now available. I have had many hours of entertainment (and frustration) with so many. In her letter in Probe June Rowe mentions several of them and I do agree with all she says. All good adventures and a very affordable price. This is where a magazine like Probe is invaluable because it gives us reviews and information on adventures we might never hear of otherwise.

Indeed, after reading the review by Barbara Gibb on "HEX" by Larsoft I dug out my faithful old BBC and I was not disappointed. I have since completed "THE PUPPET MAN" and am doing battle at present with "THE 9 DANCERS". Anybody with a BBC should really try them. They are devious and frustrating but very good. If you do the correct action there is a subtle change in your surroundings to help you on to your next problem. Absolutely fascinating - I congratulate Larsoft for an original concept in adventuring. Once again my thanks to all who made 'Probe' so interesting.

RITA MALONEY, 32 Beverley Road, Liverpool, L15 9HF.

=====

Having just acquired a VTX 5000, I'm having great fun accessing Micronet, but it is such a massive place - does anyone out there know of any really good pages that I just have to see? Now I know I need a VTX Editor but once I've got that, then what? Are there any 'netters who know of any Speccy (or misc micro) BBS's that are worth logging on to? (Unless I'm mistaken, they must be 1200/75 baud. even with the Editor.)

For future reference, are there any Atari ST owners out there? The new Atari Promotion (the Summer Pack which includes a Double Sided Drive and 22 Top Quality Games for only (!?) £399.99) has finally coaxed me into buying one of the 16 bit beasts. All being well I will have one in a couple of weeks time and would welcome any advice on which are the reputable Public Domain Libraries. Can anyone help?

CHRIS CONWELL. The Badger Inn, Church Minshull, Nantwich, Cheshire, CW5 6DY.



*** IN-TOUCH ***

JOY BIRLEY has several disks for Commodore 64 sitting unused on a shelf which she would like to offer for sale. They are:

DEADLINE, SUSPENDED, ULTIMA 111 and MURDER BY THE DOZEN - all at £3. each. NINE PRINCES IN AMBER (2 Disks) and GEMSTONE HEALER (SS1) - at £8. each.

A BROTHER HRS PRINTER RS232 INTERFACE - any offers?

Joy also has a lot of Spectrum tapes if anyone is interested.

Write to Joy at:

Eryl Don, Mona Terrace, Criccieth, Gwynedd, LL52 0HG.

=====

MARK WALKER has the following Spectrum 48K software for sale (all originals).

GOLDEN APPLE, EXCALIBUR, SUBSUNK, MURDER AT THE MANOR, MARIE CELESTE, SHIPWRECK/CASTLE EERIE, PLANET OF DEATH, MATT LUCAS, SOULS OF DARKON, FOREST OF DOOM, HEXAGONAL MUSEUM/TANGLED TALE, JOURNEYS END, SE-KAA OF ASSIAH, URBAN UPSTART, TEMPLE TERROR, VALKYRIE 17, RETURN TO ITHACA, EL DORADO, CLASSIC ADVENTURE, INVINCIBLE ISLAND, SEABASE DELTA, KENTILLA, MAFIA CONTRACT 11 AND JEWELS OF BABYLON - All at 60p each.

TERRORS OF TRANTOSS and WRATH OF MAGRA at £1. each.

THE WRITER at £5.

Write to Mark at:

34 Manvers Court, Manvers Street, Sneinton, Nottingham. NG2 4PF

=====

BRIAN R. PELL is wondering if anyone out there has got an Amstrad printer going cheap which will work with his Spectrum Plus 3. If you have then please write to Brian at the following address:

4 Tudor Way, Wellingborough, Northants, NN8 3YB

=====

KEVIN HEYWOOD has sent us the following plea:

"Please can you help me find a copy of CLASSIC ADVENTURE on tape for the Amstrad 464? I believe this adventure came out on the Amsoft label. Any help in tracking one down would be most appreciated."

30 North Street, Banbury, Oxon, OX16 2LH

=====

FOR SALE

Three-headed guard dog, cheap, used to be fierce guard dog, now just slobbers over everyone. Very friendly, low upkeep, one dragon carcass a day should satisfy it.

Contact:

Boris Flathead, Keeper Of The Tomb. C/O THE GRUE!

=====

MICHAEL YOUNG has the following Spectrum Adventures for Sale:

LORD OF THE RINGS (with book) - £3.50
SHERLOCK, VALKYRIE 17 - £3 each.
REBEL PLANET, KEYLETH, TEMPLE OF TERROR - £2 each.
ROBIN OF SHERWOOD, ARROW OF DEATH (PART 2), ESCAPE FROM PULSAR 7,
HEROES OF KARN, MINDSHADOW, NEVER ENDING STORY (128K) - £1.50 each.
KENTILLA, WAXWORKS, SEABASE DELTA, SHARD OF INOVAR - £1.25 each.
If you spend £5.00 you can get a free copy of Michael's own Quilled
adventure NDAH (otherwise £2.25) Contact Michael at:

40A Carnarvon Road, South Woodford, London. E18 2NU

=====

BOB ADAMS has the following Amstrad Software for sale (as at 1/6/88):
Cassettes.....except (Disc).

SHOGUN (DISC) - £3. YES, PRIME MINISTER (DISC) - £5. FOREST AT WORLDS
END - £1. HEROES OF KARN - £1. MESSAGE FROM ANDROMEDA - £1. JEWELS
OF BABYLON - £1. DUNGEONS, AMETHYSTS, ALCHEMISTS - £1. FOURMOST
ADVENTURES (4 TITLES) - £2. THE MYSTERY OF ARKHAM MANOR - £2. THE
INHERITANCE (PANIC IN LAS VEGAS) - £2. THE SYDNEY AFFAIR - £2.
KRAKOUT - £2. GFL CHAMPIONSHIP FOOTBALL - £2. THREE WEEKS IN
PARADISE - £2. SUPER SLEUTH - £1. THE ARMAGEDDON MAN - £2. OUT RUN
- £3. KILLED UNTIL DEAD - £2. WORLD CLASS LEADERBOARD - £3.
SAMANTHA FOX STRIP POKER - £2. GAME SET & MATCH (10 GAMES) - £5.
BRIDES OF FRANKENSTEIN - £2. VENOM - £1. DR. SCRIMES SPOOK SCHOOL -
£1. VIDEO POKER - £1. THE CURSE OF SHERWOOD - £1. AMERICAN
FOOTBALL (464 ONLY) - £1. DESTRUCTO - £1. COUNTDOWN (TV QUIZ) - £1.
STORMBRINGER - £1. SHARD OF INOVAR - £1. KOBAYASHI NARU - £1.
SULTAN'S MAZE - £1.

Plus £1-00 towards Post and Packing if the total order is less than
£5.00.

These are Bob's own private collection so there is only one copy of
each available so it is first come, first served.

HELP! In the TRIAL OF ARNOLD BLACKWOOD why is it that everytime Bob
thinks he has finished, the final message tells him that he has
failed to complete his task? Bob knows the author. Colin Harris has a
sense of humour and this maybe a red herring but it is very
frustrating. Can anyone come to the rescue please?

R.A.Adams, 81 Uplands, Welwyn Garden City, Herts, AL8 7EH.



Any help in GALILEE by Shards Software for Spectrum 48K would be
greatly appreciated by:

DR. CHRIS BANKS, 105 Ross Close, Saffron Walden, Essex, CB11 4DU

=====

JOANNE MILLER is currently pulling her hair out trying to solve:

THE UNINVITED on Commodore Amiga - How does she get past the dogs and
catch the little red creature? And in THE GOLDEN WOMBATS OF DESTINY -
How does she get started? She is thrown straight into a maze!

If you can help Joanne please write to:

4 Nursery Close, North Lancing, West Sussex, BN15 0HQ

QUESTIONNAIRE

as suggested by Neil Talbott (mostly!)
written by JUNE ROWE



To simplify matters, all the questions except one have YES/NO answers - just write Y or N. Couldn't be easier, could it? (Uterior motive - this will make it easier for me to correlate general opinion and work out percentages etc!)

SECTION 1 - MAZES

1. Do you like a maze in an adventure?
2. If there is a maze, should each location be identifiable? (i.e. twisty tunnel/twisted tunnel/tunnel that twists)
3. Should a maze be compulsory? (i.e. you have to solve it to obtain a necessary object, or you can't proceed without going through it?)

SECTION 2 - RANDOM ELEMENTS

4. Do you like random elements? (For instance, if the helpful dwarf is sometimes there when you enter the cave and sometimes not)
5. Would a random element irritate you? (i.e. if you had to keep going into and out of the cave until the helpful dwarf WAS there)
6. Should random elements be included only when chance is really involved? (i.e. if the adventure includes playing dice or cards)

SECTION THREE - SUDDEN DEATH

7. Should sudden death caused by just entering a location be included?
8. Is being thrown back to a previous location, with loss of points scored, preferable to sudden death and having to start all over again?
9. Would you enjoy a game in which you never got killed, but just stuck?

SECTION FOUR - CHARACTER INTERACTION

10. Do you like characters who do their own thing? (i.e. wander off, or refuse to talk to you)
11. Would you prefer static characters? (i.e. the guard dog which must be fed/the giant who must be bribed)

SECTION FIVE - LIMITED TIME FACTORS

12. Do you like the sort of game in which, if you don't make a move in, say fifteen seconds, something happens?
13. Does a time factor irritate you?
14. Does a time factor enhance a game?

SECTION 6 - GRAPHICS

15. Do you like pictures?
16. If pictures are included, should they ALWAYS have an on/off switch?
17. Do you like pictures which contain clues or objects not mentioned in the text? (i.e. the well in ENERGEM ENIGMA/the gun on the wall in FISTFUL OF BLOOD CAPSULES)

SECTION SEVEN - TEXT ONLY GAMES

18. Do you like half a screen of atmospheric location description?
19. Do you like short location descriptions?
20. Do you like clues in location descriptions only?
21. Do you like clues in the EXAMINE responses only?
22. Would you prefer a mixture, of clues in location descriptions and EXAMINE responses?

SECTION EIGHT - EXITS

(NB This section excludes hidden exits like trapdoors, sliding panels, secret passages etc.)

21. Do you like exits stated as North to the grassy plain, East to the hills, South to the lake, West to the castle etc. in each location?

22. Do you like exits stated as North, East, South and West etc?

23. Would you prefer a game in which exits are NOT stated, and you have to find them?

SECTION NINE - HELP

24. Do you like a hint if you type in HELP?

25. If a hint is given, should it be coded?

26. Do you like games with no HELP responses at all?

LAST QUESTION!

27. Name the adventure you have enjoyed most. (At any time, from any producer)

Answers, on a postcard please, to June Rowe, 46 Hurdon Way, Launceston, Cornwall PL15 9HX by 14th July 1988 so that the results can be published as soon as possible.

!!! STOP PRESS PRICE CUT !!!



THE LEGEND OF CRALDONS CREEK (version 1.2, revised), is now available ONLY directly from Eric Stewart. This new enhanced version of the original costs just £1.49, from Eric, and is an EXCLUSIVE OFFER TO PROBE READERS.

Please quote Adventure Probe on your order and make Cheques/Postal Orders payable to ERIC STEWART and send to:

18 VATISKER, BACK, ISLE OF LEWIS, PA86 OJS.

=====

*** THE RUNESTONE OF ZENDOS ***

THE RUNESTONE OF ZENDOS is a great new fantasy graphical adventure coming soon to the Spectrum. This game features all the latest in game design e.g. MASS CHARACTER INTERACTION, COMPLEX COMBAT ROUTINES, MULTI WORD PARSER, MAGIC AND SPELLS PLUS HUGE TEXT DATABASE (23K). This and much more makes this game the one to look out for. Coming soon at only £1.99 from Eric Stewart.

=====



!!! ATTENTION ALL COMMODORE GAC USERS !!!



At last a program is available which loads in your datafiles, recovers wasted memory by deleting unused words, PRINTS YOUR DATAFILES TO THE PRINTER and lots more!

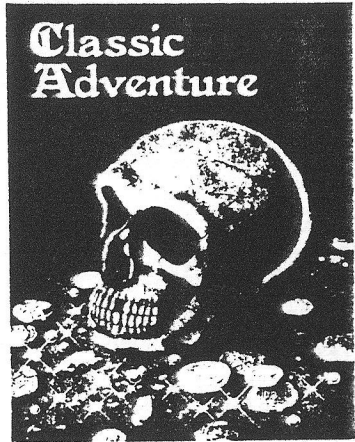
This excellent and invaluable program costs just £5.00. Available from

D.MACLEOD, 35 Old Evanton Rd, Dingwall, Ross-Shire, IV15 9RB

REVIEW

CLASSIC ADVENTURE

Before Crowther and Woods wrote 'Adventure' in 1976 games all had something more or less in common. The player knew the rules and had to try to use them to get the best possible score. In 'Adventure' the aim of the game was suddenly to discover the rules! This adventure was to inspire a whole new concept in computer games. Classic Adventure was one of the first. The version reviewed here was written by John Jones-Steele in 1983 and was published by Melbourne House on cassette for £5.00.



Reading from the inlay it is quite clear that the publishers would not have approved of a lot of the content of 'Probe'. I quote "...and remember the etiquette of adventuring - revealing the tricks is like announcing the end of a whodunnit - the act of a cad!" However in this section I fully intend to act like a cad and reveal as much as possible to help you on your way with this 'Golden Oldie'. The aim of this adventure is quite simple, explore all the locations to discover the hidden treasures and return them to the Well House to score points.

Obviously it isn't going to be that simple as there are many problems to solve as you make your way through the strange underground caves and passages. This is a real 'Classic'. Everything you have come to expect in an adventure is packed into this one with dragons to fight, trolls to bribe, fierce animals to tame, magic spells to use and lots to keep even the most experienced adventurer happy for hours. It is in this adventure that you find the well known maze of 'twisty little passages all alike'. The mazes together with loads of locations set on different levels will ensure that you need plenty of sharpened pencils and paper for the mapping.

Playing Classic Adventure once again brought back so many memories of my early days of adventuring that I found myself getting quite choked up. The simple verb noun parser was no problem and, having thoroughly enjoyed myself, I would simply say that this little gem is a must and that no adventure collection could possibly be complete without it.

Reviewed by Mandy on Commodore 64.

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CLASSIC ADVENTURE - GETTING YOU STARTED

by Joan Fancott played on Amstrad

START - END OF ROAD. Enter building (Well House), get keys, get lamp, out, s, s, s, unlock grate, d, w, light lamp, lock, get cage, w to Debris Room (XYZY), w, w, get bird, w, d, w, to East Bank of Fissure, get flute, e, n.

HALL OF THE MOUNTAIN KING. Play flute. drop bird (the snake has gone), drop cage, drop flute. s, get JEWELLERY, n, e. s, get GOLD NUGGET, n to Vast Hall, Y2 to Jumble of Rock, Y2 to Large Room, PLUGH.

WELL HOUSE. Drop JEWELLERY, drop GOLD NUGGET, XYZY to Debris Room, get rod (with rusty star on the end), w, w, w, d to Vast Hall, w to East Bank Of Fissure, wave rod, drop rod, w, get DIAMONDS, n to West End of Hall of Mists. s (Maze with passages all the same), e, s, s, s, n, e (orange column), e, nw, get TREASURE CHEST, se, n (Orange Column), d, e, e. to Debris Room. XYZY.

WELL HOUSE. Drop DIAMONDS, drop TREASURE CHEST, PLUGH. s, s to Hall of the Mountain King, w, get COINS, e, n, get SILVER, n, PLOVER, ne, get PLATINUM, s, PLOVER, PLUGH.

WELL HOUSE. Drop COINS, drop SILVER, drop PLATINUM, get bottle, PLUGH. s, d, w, d to Complex Junction, w, w, w, w, d to Plant, drop water, u, e, e, ne, e to Complex Junction, u, e, e, d, get water, u, w, w, d, to Complex Junction, w, w, w, w, d to Plant, drop water, u, e, d, get oil, u, w, d to plant, climb.....

=====

GOLDEN OLDIES HINTS

ADVENTURELAND by R.H.Rainbird played on Atari 800XL

Damp mud prevents Chigger bites. Chopping the tree reveals a hiding place for treasures amongst other things. The Dragon hates mud. To get Ox, try saying "Bunyon" when just carrying the axe. Chiggers can be disposed of by dropping down a hole. The Bladder is a good receptacle for explosive gas.

PIRATE ADVENTURE by R.H.Rainbird

In London flat, get book to reveal an opening. Wear sneakers when transported to and from windowsill. Say YOHO to travel but hold book! The Pirate loves rum, the parrot prefers crackers. Up the path to the crack for many items, though some can't come through that opening. Use Hammer to pull nails in rug, then look underneath, keep the nails!

SORCEROR OF CLAYMORGUE CASTLE by R.H.Rainbird

Swim down twice. then east, for entry into the Castle - pick up towel en route. Open cabinet in Kitchen. Push and pull walls in Plain Room - and don't forget the floor but beware! Cast Lycanthrope to enter a rat hole. Swim down through the drain to the bottom, look, then cast Bliss. Cast Light Squared on Chandelier then go loft. Throw crate down, then jump while Bliss spell still works.

=====

I would be very grateful if anyone could supply material for this section on Velnor's Lair, Mystery of Monroe Manor and the Pettigrew Chronicles (re Iain Findlays letter this issue). Have any of you got a golden oidie or two stuck in the back of a drawer that we could help to blow the dust off?

Please mark any contributions for this section 'Golden Oldies' and any information on the year of release etc would be very much appreciated.



BUGS AND AMUSING RESPONSES



GNOME RANGER by TONY BEVAN played on MSX

You may be interested in hearing of my struggles with this adventure which, I feel, is nowhere nearly as polished as earlier Level 9 games.

LOADING - Sufficiently drawn-out to try the patience of Job!

By trial and error I find that the only way I can progress from one part to the next, assuming that I do not follow on immediately, is as follows:

Load part one (14 mins 37 secs), play game and save position at the penultimate move.

Load part one, load saved position and play final move. I can now load part two (14 mins 14 secs). Play part two and save position at penultimate move.

Load part one (14 mins 37 secs), load saved position, play final move, load part two (14 mins 14 secs), Load saved position, play final move. I can now load part three.

Load part three (14 mins 17 secs) and if I still feel like doing so, play game!

Circa 45 minutes to resume playing part three and when I reach part three there are some 'goodies' awaiting me! For example, whilst I appreciate that the altitude may have affected the YETI'S mental abilities I do think that the following conversation is more suited to the GOON SHOW!

Input - Follow Yeti.

Output - The hairy Yeti examined the huge footprints.

Input - "Yeti, give me your snowshoes".

Output - Ingrid didn't have Ingrid.

Input - "Yeti, I will help you".

Output - The hairy Yeti said "You'll get no help from me little missy".

Input - "Yeti, take snowstuff and put it in your snowshoes".

Output - "Of course, I'll be right there".

Input - Put cloudstuff in showshoes.

Output - Ingrid couldn't see the icefall.

Input - Help the Yeti.

Output - Send the coupon to Level 9 for a hint. The hairy Yeti removed the wickerwork snowshoes.

Input - Put cloudstuff in snowshoes.

Output - SUCCESS! The Yeti did as he/she/it was told!!



Having survived that lunatic conversation. (I'm still trying to figure out 'Ingrid didn't have Ingrid'!) I then met up with a penguin that could be in two places at once! At one stage when Ingrid was on the icefloe I was told: The Penguin stood on the bank of the lake and said "I wish I could help you but I have to stay here with my egg etc etc." At the same time I received the following message: "Ingrid was on the icefloe. The motherly penguin was on the icefloe". Press 'Inventory' and I am told "Ingrid owns an egg"! Do I go on? Yes. I have scored 700 out of 1000 so I might as well try for the Jackpot. So I'd better start loading now otherwise Wee Willie Winkie will be coming around!

So back to Gnome Ranger Part three! Last night, whilst reading volume 6 of Encyclopaedia Britannica from cover to cover, I loaded this infamous game and have a few more 'howlers' for the collection.

How about this when loading in a saved position in part three - "A runny little ROCK appeared from under a FLANT and stopped Ingrid by waving waved (sic) a copy of a rather tattered book. Ingrid thought that the ROCK probably wanted to know the word at page 29, line 4, word 3". And she was darned right, you know. When told, the ROCK went back

under the PLANT. A walking rock! Well, if it had been a walking PLANT instead it would still have been wondrous. (Thinks - it could have been a Triffid though.)

Every time Ingrid is asked to 'search' the answer comes "Ingrid could SMELL nothing of interest". She couldn't 'search' either!

But how about this little gem! When with the Icequeen and her minions Ingrid is followed around by 'some innumerable icepeople' (1st man: "Can you see some innumerable icepeople over there?" 2nd man: "Yes, I can see six innumerable icepeople over there". 1st man: "Good, I thought there were some innumerable icepeople there")

Lastly, bored though you must be by now, a thinly disguised cry for help. I left Ingrid up a river canyon without - no not the proverbials - but without a decent dam to hold back the river. She has the Icequeen and the innumerable icepeople to help her but what a useless lot they are! They push an icefall, make a dam of sorts, the water falls to 1 foot below the top (big deal!) then before Ingrid can do anything the whole caboodle crumbles and everyone gets drenched. Dam(n)gerrybuilders! What's to do please?

I have pinned up in front of me the Level 9 small poster of Ingrid and right now if her bottom wasn't so low I would probably kick it! Gnome-atter, I'll keep trying and maybe Henry Stanley or some other explorer/adventurer will come to my rescue in the next 'Probe' - he said hopefully.

*** POETIC HINTS ***
BY JOAN PANCOTT (AMSTRAD)

APACHE GOLD

Need to reach something on
 high,
Then get the ants to make
 you fly!

Show the crocodile his dead
 mother
And he'll quickly swim
 for cover!



HEROES OF KARN

Kissing a frog doesn't sound much fun,
But it is something that must be done!



SEABASE DELTA

To get an egg without any
 trouble,
Chew some gum and blow a
 bubble!

Walk the plank and throw
 the ball,
That will drive you up the
 wall!



SEAS OF BLOOD

Talk to the sprites and do what they say
Then give them the skull, take the cutlass away!

VERY BIG CAVE ADVENTURE

If you find that you're too tall, take a drink to make you small!

*** HELPFUL HINTS ***

BORROWED TIME by NEIL SHIPMAN played on BEC

To stop Rocco bursting in on you and Charlie LeBock before you can get the piece of paper, simply lock the door.

AMERICAN SUDS (PART THREE) by NIEL SHIPMAN played on BBC

To get the chef to give you the pie, you must give him the flute.

BREAKERS by THE GRUE played on Commodore 128

Enter Pod. Press button B twice. In hospital bed, get red blanket, wait for Gak to bring in body, get out of bed, get passcard from body, get back into red bed, wait for Gak to put body in coffin, get out of bed, get body from coffin, put body in red bed and cover body with red blanket, get into coffin, close coffin, wait until Gaks drop coffin and leave.

THE CRYSTAL CAVERN by MARGO PORTEOUS played on Spectrum 48K

To get the Jack O'Lantern - From the start W, W, W, W, to field of corn, S, to tower, IN, GET PIN, EXAM PIN, OUT, N, E, N, N, you now see Jack O'Lantern, GET JACK, he flies to the west, W, N, W, S, you see Jack O'Lantern and the Angel of Death, WAVE PIN, You catch the angel on the head of your pin! GET JACK, You can now go S, E, S, E, back to the field of corn, E, E, E, to the well worn trail where the toad is.

SHIPWRECK by ALF BALDWIN played on Spectrum

Tidy your cabin to see what's there. Read the Newspaper to find out the captain's name. Buy a drink at the bar then tip the barman for a treat. Buy a map at the shop. Wear the tie to be allowed into the restaurant, order a meal and eat it, the waiter will drop something to help you drink the beer. Keep away from the swimming pool, you will only hurt yourself and be taken to the sick bay, rest and an asperin will make you feel better. Tidy the cushions on the sun deck to find something useful.

BLIZZARD PASS by WALTER POOLEY played on 128K Spectrum

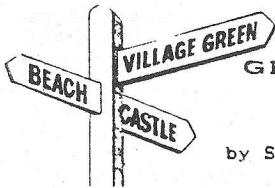
To cross 30' fissure, ROLL PILLAR to bridge fissure, a snake wakes, ignore him for the moment, CROSS FISSURE when you get to the other side, PUSH PILLAR snake and pillar fall into the fissure.

To get through the window, GET SNOW, before going up. UP to ledge, PUT SLUSH IN CRACKS slush freezes and breaks the window, GO WINDOW gets you in.

HAMMER OF GRIMMOLD by MIKE BRAILSFORD played on Spectrum

Early version in which you get the boots from a giant and not a dwarf!

Steady Traveller to find the corkscrew. Search Uniform to find a knife. Look under table in the Inn to find a crowbar. Once you have lit the lamp drop it as the lamp lasts forever and this allows you to carry one more item. Examine nest to find a diamond, but don't hang around! Unlock chain to release the dwarf in the cell and he will give you an onion.



GETTING YOU STARTED

JINXTER

by SHARON LOWNDES played on Commodore 64

You start on a bus, wait for inspector, show ticket, wait three times, push button, wait until bus stops, out, take keyring, await your fate, read document, open gate, north, unlock door with iron key, open door, north, northwest, look under bed, take sock, open wardrobe, take shoes, take cello case, north, open fridge, take bottle, examine table, take tin opener, east, (telephone starts to ring so) south to library, answer telephone, north, examine table, take tablecloth, unlock door with iron key, open door, north.....

=====

AMERICAN SUDS - PART ONE

by NEIL SHIPMAN played on BBC.

N, GIVE TICKET, S, E, S, GET STRING, GET PAPERWEIGHT, READ MANUAL, GET HAMMER, GET TUBE, GET SCISSORS, GET PISTOL, N, W, S, EXAMINE COMPUTER, PRESS BUTTON, PENDRAGON, GET TICKET, N, N, GIVE TICKET, S, E, N, GET LOLLIPOP, BREAK LOCK, GET BOTTLE, EXAMINE BOTTLE, S, E, E, THROW PAPERWEIGHT, BOARD JET.....

=====

AMERICAN SUDS - PART TWO

by NEIL SHIPMAN played on BBC.

N, E, E, GET SACK, GET BRUSH, EXAM STRAW, GET GUN, EXAM, STRAW, GET KEYS, EXAM STRAW, GET STARCH, W, W, S, W, SHOOT ROOSTER, S, E, E, EXAM WALL, REMOVE BRICK, GET HAT, N, E, E, N, FEED DUCK, DROP SACK, BET BATTERY, N, N, W, W, GET MARTINI, S, E, PAINT HAT, DROP BRUSH, WEAR HAT.....

=====

SMUGGLER'S COVE

by JOAN PANCOTT played on Amstrad

Start - Gully Cave. LOOK, GET TORCH, LIGHT TORCH, E, FLOAT LIFEBELT, E, GET HAMMER, W, W, S, SEARCH GRAVEL, GET BARREL, N, E, E.

Spike Ledge - HIT BARREL WITH HAMMER, DROP BARREL, WEAR SHOES, THROW ROPE, UP, GET LADDER, DOWN, GET LADDER, DROP SHOES, W, W, S, DROP LADDER, S, DOWN, N.

Little Loch Ness - GET KEY, S, READ MESSAGE, "To them as wants old Blackies Treasure stand EE in the middle, and look the other way", E, HIT PADLOCK WITH HAMMER, DROP HAMMER, N, GET SPADE, S, E, OPEN SLAB, E, MOVE CANDLE, E, OPEN TRAPDOOR, UP.

OAKEN DOOR. You can "Unlock" the door and go east into the room, but you can not return west unless the door has first been OPENED from the outside. Not a problem if you are wearing the ring, leave by the south door and continue south to Hook's Exit.

PIRATE. To kill him in the Amstrad version the command is, HIT pirate.



OBJECTS AND THEIR USES



BEYOND ZORK by THE GRUE played on Commodore 128K

- FISHCAKE Improves your intelligence
- SADDLE Place on Pterodactyl
- UMBRELLA Use to jump off bridge
- HELMET Wear to look into gray sphere
- GIANT ONION Push it to Dornbeast and cut with dagger

BLIZZARD PASS by WALTER POOLEY played on 128K Spectrum

- BRASS KEY - In pocket of black robe. Unlocks door to south of shadowy corridor.
- POLISH - In small room. use to polish shield (reflects wizards spell)
- SOAP - In small room. Use against slime. (Slime retreats to pit.)
- BLACK ROBE- In robing room. numerous uses. wearing it keeps you warm in blizzard. lets you pass hooded figure. wetting it (out in the snow) lets you cool the sword. and wet the runners of the statue so you can move it.
- SCROLL - Found in the library. gives clues.
- GARLIC - Dig in snow to find it. keeps vampires at bay.

*** PRECISION CORNER ***

by NIEL SHIPMAN played on BBC

SUDS (PART ONE)

Can't get past yourrelations on the road to the station? In later versions FOUR CEMENT will do the trick but in early release copies you must CEMENT RELATIONS.

HEX

Don't know what to do with the clod of earth? WASH IT.

ENCHANTER

Can't find anything in the rat hole? REACH into it.

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*** SERIALISED SOLUTIONS ***

LURKING HORROR - INFOCOM by Mandy



PART TWO

CLIMB INTO FORKLIFT, DRIVE FORKLIFT, EAST, EAST, EAST, TURN ON FLASHLIGHT, KEEP DRIVING EAST AND CLEARING THE WAY WITH THE FORKLIFT UNTIL YOU HAVE CLEARED A PASSAGE THROUGH TO THE EAST, GET OFF FORKLIFT, EAST, OPEN MANHOLE WITH CROWBAR, DOWN, NORTH, DOWN (to altar), GET KNIFE, UP, SOUTH, SOUTH, NOW TRY TO OPEN THE MANHOLE IN THE CEILING OF THE CINDERBLOCK TUNNEL. (You won't be able to do this but you will be allowed a glimpse inside and this is important because you are told that you can see into a laboratory but that something is on top of the manhole cover preventing you from opening it.

NORTH, UP, WEST, WEST, UP (temporary lab), TAKE FLASK, DOWN, WEST, WEST, WEST, UP, SOUTH, EAST, EAST, EAST, SOUTH (to door of lab in chemistry building), KNOCK ON DOOR, KNOCK ON DOOR, WAIT (until the professor opens it and ushers you inside), EXAMINE EVERYTHING ON THE NOTICE BOARD, SHOW SUICIDE NOTE (PAPER) TO PROFESSOR (he should now invite you to go south), SOUTH (now wait until the professor puts you in the pentagram and make sure you wait until he is safely inside the other pentagram before making your next move, timing is crucial here!), CUT CHALK LINE WITH KNIFE, GET OUT OF PENTAGRAM, (ignore what is happening around you), PUSH WORKBENCH, OPEN TRAPDOOR, DOWN (wait until you hear a scream and a flash from above), UP, PUT HAND IN VAT, PUT HAND IN VAT (until it comes alive and climbs up onto your shoulder), TAKE RING, WEAR RING.

NORTH, NORTH, NORTH (back to infinite corridor), KEEP GOING WEST UNTIL YOU FIND THE URCHIN, SHOW HAND TO URCHIN, (he should be terrified and drop what he has under his parker and scam!), TAKE BOLT CUTTERS, Go to the Aero Lobby and DOWN, DOWN (to sub basement, here you may have to drop some of your larger items to enable you to proceed), NORTHWEST, UNLOCK PADLOCK WITH MASTER KEY, TAKE PADLOCK, (I suggest you save now before going down because timing is crucial here also!), DOWN, EAST, OPEN VALVE WITH CROWBAR (you may have to do this more than once to loosen it but it is essential that you wait until the rats are upon you before you open the valve fully!), OPEN VALVE WITH CROWBAR (ignore the dead rat), EAST, EAST, REMOVE OR TAKE BROKEN BRICK (you should be able to see a metal rod in the wall and a room behind it, this is the bottom of the liftshaft!).

WEST, WEST, WEST, UP, SOUTHEAST, TAKE ALL, UP, EAST, EAST, PRESS BUTTON (to open elevator), SOUTH, PRESS BUTTON ONE (to send the elevator up to the first floor), OPEN DOOR, NORTH, WAIT (until the elevator moves upwards and stops), OPEN DOORS, WEDGE DOORS WITH CROWBAR or AXE, JUMP DOWN, TAKE CHAIN, REMOVE BRICK, TIE CHAIN TO ROD, LOCK CHAIN WITH PADLOCK, UP, TAKE CROWBAR or AXE, (when the lift is back in the basement repeat the procedure of entering the lift and pressing the button to send the elevator to the third floor and, before it moves off, open the doors and go north into the basement. You should soon hear a loud crash as the lift, pulling the chain, demolishes the wall below you allowing access into the steam tunnel with ALL the objects you wish!) OPEN DOORS,

WEDGE DOORS WITH CROWBAR. JUMP DOWN, TAKE CROWBAR. NORTH (through the hole into the tunnel). WEST. WEST. WEST. WEST. WEST. DOWN (to large chamber with slots in the walls). WAIT (until urchins appear). CUT WIRE WITH BOLT CUTTERS. DOWN (you are now in the mud maze and you will find that the mummified hand now taps you on the shoulder to show you the correct way to go). NORTH. DOWN. SOUTH. SOUTH. DOWN (to the south of you is a curtain of acid!). OPEN FLASK. THROW COLD LIQUID AT CURTAIN. (suggest you save position here as the next part needs perfect timing to complete!).

OPEN DOOR. SOUTH. REACH IN POOL. PULL LINE. CHOP LINE WITH AXE. AGAIN (until it is cut and grab the other end before it slips into the water!). PULL LINE. OPEN METAL COVER. UNPLUG COAX CABLE. PLUG LINE IN SOCKET (You only have one chance to kill the Lurking Horror now, make sure that you wait until the stone, taken from the PC, is hot!). THROW STONE AT CREATURE, EXAMINE STONE.

ADVENTURE COMPLETED

SOLUTION TO BLACK FOUNTAIN BY EMMA HEGGIE - PLAYED ON AMSTRAD

PART ONE

My name is Shardor, and at the beginning of this story I was a humble servant in the Court of Aguno, the High Chancellor of Espadis. After hearing that a mad scientist, Abhalos, in the north of the kingdom, had invented a strange black liquid which he was using to contaminate the river ist, Aguno decided to send my three incompetent older brothers, Charmos, Tigros and Fulisto to investigate. Knowing my brothers this was probably a bad mistake, and anyway, why should they have all the fun? Fed up with being generally overlooked and ignored, I decided to go to Aguno and ask for permission to follow my brothers on their quest.

I stood in the throne room nervously, waiting for a chance to speak, when a messenger came to say that no word had been received from my brothers. I begged Aguno to let me follow them, and to my delight he agreed, giving me a scroll which gave me a court official's status. I talked to the messenger, who seemed to be of the opinion that I had no chance of succeeding where my brothers had failed, and then set off to search the palace for useful items for my journey. In the armoury I found an old blunt axe, which I thought I might as well take along with me. I then went across the hall to the Music Room where I found a lyre. I couldn't resist having a go on it, but to my horror one of the strings broke! Hurridly pocketing the broken string I left before anyone saw me. SW from the main hall was a room with an old desk in it. Since there didn't seem to be anyone around I opened the desk and found a parchment inside. This turned out to be a voucher for help and advice for the young adventurer - given free by the Mystic Ashna, The Glade, Forest of Tranquility - only one voucher per customer. Since I needed all the advice I could get I pocketed the voucher and went on into the dining room. Everyone was too busy stuffing themselves to notice me going into my room to the east. Opening the chest where my meagre belongings were stored I took my trusty tinderbox and an empty flask from the night before. I went back into the dining hall and south into the kitchens to try to grab some provisions while the chef wasn't looking. Unfortunately he

was, and I had to do the washing up to stop him moaning about how lazy the youth of today was. He was so grateful (!!!) that he gave me a dead bird. Thanks cher. I kept it just in case and went into the pantry to the east. I ate the biscuits I found there, which gave me indigestion, and took a bunch of herbs that happened to be lying around. Then I went west twice into the gardens and picked a bunch of flowers for my girlfriend, Isharina.

Since there didn't seem to be anything else around worth taking I decided that I might as well get going. I went back to the hall, and north to the gatekeeper, Garros. I asked him to open the gates, which he did after a lot of moaning. Going into the town square, I realised that I did not have any money to buy anything from the workshops and stores around the place, so I went east twice to the busy street where Isharina lived. Going south into her cottage I gave her a kiss and presented her with the flowers I had picked from the castle. She was delighted and lent me some money as she knew I was always hard up.

Going west from the busy street I went into Boris's workshop. I gave him the broken lyre string and he made a bow for me from some strips of wood in the corner. After taking some money in payment he went to the pub for lunch. Going back to the town square I went north into the town hall to do some research. I was stopped by some guy in uniform, but I showed him the scroll which Aguno had given me, so he had to let me in. In the town hall I found a document telling of the extra strong metal mined in the Hesp hills to the north of the city until a young miner had been killed in a rockfall. I also found a manual telling how to make a torch from thread, material and twigs which I picked up just in case. Going back to the square I went northwest into Grindos's workshop. I gave him my axe, and he sharpened it for me, taking some of my money and then going to lunch. Going northeast from the square I found myself in a small shop. It seemed to have very little of interest for sale except for some thread. I remembered that I needed it to make a torch, so I bought a spool from the assistant.

Returning to the square I went southwest into the brewery. I gave the herbs to Brusto who brewed me a potion called Chati, which he poured into the flask I was carrying. He took some money from my dwindling supply and went off to the pub. Back in the square I realised that my bow was of very little use to me without some arrows. Going southeast I entered Aristos' workshop. I could see some flints and shafts on a bench, but he told me that he could not make any arrows because he had run out of supplies. Suddenly I remembered the dead bird that the chef had given me! Quickly I plucked it and gave him the feathers. He made me some arrows, helped himself to some more of my cash and went to join his fellow craftsmen in the pub.

Since there didn't seem to be much else that I could do in the town, I decided to try and find this Ashna in the Forest of Tranquility which I knew was to the south of the town. Heading south from the square I soon found myself on a stoney road running through the forest. I turned east into the forest and soon arrived in a glade. To the east I could see a small hut.

TO BE CONTINUED.....

=====

STARCROSS - INFOCOM
by Jennifer L. Wheeler

PART TWO

The luck of the Irish must have been on my side because I hadn't put on my spacesuit, I could have been blown into outer space! But luckily there were a series of connecting bubbles leading aft to a spherical ship where a giant spider spoke to me! The long and short of it was that he wanted my tape library. I wasn't about to become a tasty snack so I readily gave him what he wanted and in return was given a yellow rod which I took and hurried forward back to the blue corridor.

The ship was eerily silent, where or what! were the crew of this vessel? Not knowing where to go next I suddenly spied a shaft leading up, so up I went. The most astounding sight met my eyes. I was in the middle of a vast grassy plain. Spying creatures in the grass nearby I hurried south and found a strange metal hatch in the ground. Underneath it I found a repair room. After carefully considering the meaning of the symbols on the machinery I was thankful that I'd paid attention to my physics and chemistry classes at the Academy. The significance of the crystal rods was now becoming apparent! Promptly I inserted the yellow rod into the yellow slot, then the red rod into the second red slot, success! I had activated the lights and oxygen. After taking the metal square which I found lying here, I found my way back to the blue hall and started wandering again in search of ?!!!

I went north three times then west through the yellow hall and into a room on ring one then south into the computer room. The computer wasn't working so after discovering a metallic card was missing from inside the access panel I inserted my metal square into the slot, closed the panel and turned on the switch. Maybe now, at last, the mystery of this barren ship would be revealed. Well almost! A dazzling display of status lights was revealed, the ship was obviously in a bad state of repair. However there was nothing I could do just standing looking so I took the gold rod that had come from the computer and continued my search. After going north then east then south twice I was at the entrance to the yellow docking area when suddenly a creature appeared! It seemed to be a mechanical mouse! However, it soon went again when I ignored it. I knew from the status lights in the computer room that the Yellow dock wasn't functioning normally so once I was down in the Yellow airlock I donned my space suit once again and took the curious empty metal basket I found there. I decided the basket would be a safe place to store my rods so I put them in.

Being more cautious now, I tied the safety line to my space suit before opening the outer door and going outside where I attached the safety line to the hook. Away to port there was an alien's corpse and clutched in its hand was a pink rod which was soon safe within the basket that I had left in the Yellow airlock. After closing the outer door and taking off my space suit I was soon ready to continue my exploration.

I meandered east and then south and found a melted area of corridor where a hatchway had been blasted open. I went through and found the weapons deck - but it had all been destroyed apart from one large raygun which I took. At last, maybe I had the means to defend myself from hostile aliens I felt sure I would soon encounter!

To be continued

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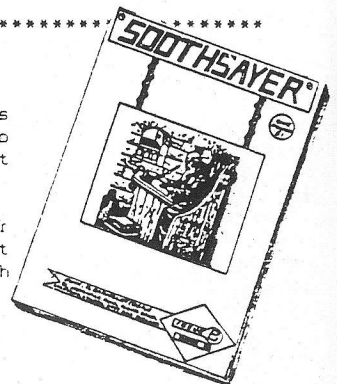
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SOLUTIONS

The following solutions or hint sheets are available from Probe at 25p per solution (this is to cover the costs). (H) indicates hint sheet only.

ANGELIQUE. AN EVERYDAY TALE OF A SEEKER OF GOLD. ALTAIR FOUR. AZTEC TOMB PART 1. ARROW OF DEATH PARTS 1 AND 2. ARNOLD GOES SOMEWHERE ELSE. ATALAN. AMAZON. APACHE GOLD. ALIEN. AFTERSHOCK. ADVENTURELAND. ADVENTURE QUEST. ADVENTURE 100. BUREAUCRACY. BULBO AND THE LIZARD KING. BOOK OF THE DEAD. BEATLE QUEST. BALLYHOO. THE BOGGIT. THE BEER HUNTER. THE BIG SLEAZE. BLADE OF BLACKPOOLE. BORROWED TIME. BUCKAROO BANZAI. BRAWN FREE. BLACK FOUNTAIN. BARNEY BROWN AND THE CHICAGO CONNECTION. THE BLACK KNIGHT. BUGSEY PARTS 1 & 2. CROWN OF RAMHOTEP. COLOSSAL CAVE ADVENTURE (H). THE CHALLENGE. CASTLE OF RIDDLES. CLASSIC ADVENTURE. CRYSTALS OF CARUS. THE CUP. THE CURSE. CUSTERDS QUEST. THE CRYSTAL FROG. CRACKS OF FIRE. COLOUR OF MAGIC. THE COUNT. CASTLE COLDITZ. COLDITZ. CLOUD 99. CASTLE BLACKSTAR. CUTTHROATS. THE CASE OF THE MIXED-UP SHYMER. CASTLE THADE. CASTLE ADVENTURE. THE CALLING. CRIMSON CROWN. CIRCUS. THE CANASTO REBELLION. CASTLE OF THE SKULL LORD. CRYSTAL OF CHANTIE. DESERT ISLAND. DRAGONSCRIPT. DR JEKYLL & MR HYDE. DODGY GEEZERS. DRAGON'S TOOTH. DEMON FROM THE DARKSIDE. DIAMOND TRAIL. DANGER MOUSE IN THE BLACK FOREST CHATEAU PART 1. DENIS THROUGH THE DRINKING GLASS. DRAGON OF NOTACARE. DUNGEONS, AMETHYSTS, ALCHEMISTS 'N' EVERYTHIN'. DRACULA. DEADLINE. DUNGEON ADVENTURE. DRAGON SLAYER. THE DALLAS QUEST. ESCAPE. ESCAPE FROM KHOSHIMA. ENERGEM ENIGMA. ESPIONAGE ISLAND. EXCALIBUR. EYE OF BAIN. EUREKA (S). THE ENCHANTED COTTAGE. EMPIRE OF KARN. ERIK THE VIKING. ENCHANTER. ESCAPE FROM DEVIL'S ISLAND. FOOTBALL FRENZY. FUDDO & SLAM. FANTASIA DIAMOND. THE FOURTH SARCOFAGUS. FOUR MINUTES TO MIDNIGHT. FINAL MISSION. THE FOREST AT WORLDS END. FISTFULL OF BLOOD CAPSULES PT1. GNOME RANGER. THE GUILD OF THIEVES. GREMLINS. GOLDEN BATON. GROUND ZERO. GOLDEN VOYAGE. THE GOLDEN MASK. GOLDEN APPLE. HOLLYWOOD HI-JINKS. THE HULK. HAMMER OF GRIMMOLD. HEAVY ON THE MAGIK. HITCHHIKERS GUIDE TO THE GALAXY. HAUNTED HOUSE. THE HOBBIT. THE HOBBIT DELUX (DISK VERSION). HE-MAN AND THE MASTERS OF THE UNIVERSE. HUNCHBACK. HOUSE OF THE SEVEN GABLES. HOSPITAL ADVENTURE. THE HELM. H.R.H. HEXAGONAL MUSEUM. INSPECTOR FLUKEIT. INFIDEL. IMAGINATION. INVINCIBLE ISLAND. THE INFERNO. INCA CURSE. ICE STATION ZERO. JOLLY DUPLICATOR. JEWELS OF BABYLON. JACK AND THE BEANSTALK. JACK THE RIPPER. KENTILLA. KARYSSIA. THE KNIGHTS QUEST. LIFETERM. THE LURKING HORROR. LEATHER GODDESSES OF PHOBOS. LORD OF THE RINGS. THE LORDS OF TIME (H). THE LOST CRYSTAL. THE LOST CITY. LORDS OF MIDNIGHT. LOADS OF MIDNIGHT. LECECY. MATT LUCAS. MERHOWNIE'S LIGHT. MOLESWORTH. MYOREM. MONSTER. MORDON'S QUEST. MACBETH 1. THE MURAL. MYSTERY FUNHOUSE. MOUNTAINS OF KET. MONROE MANOR. MIAMI MICE. MESSAGE FROM ANDROMEDA. MARIE CELESTE. MAGIC MOUNTAIN. MAFIA CONTRACT II. MORON. MOONMIST. NOVA. NEVERENDING STORY. ONE DARK NIGHT. THE ODYSSEY OF HOPE. PIRATE ADVENTURE. THE PAY-OFF. THE PHILOSOPHERS STONE. PLAY IT, AGAIN SAM. PROSPECTOR. PLUNDERED HEARTS. THE PAWN. PLANETFALL. PILGRIM. PERSEUS & ANDROMEDA. PRINCE OF TYNDAL. THE QUEST (H). QUESTPROBE III. QUEST FOR THE GOLDEN EGGCUP. RIGEL'S REVENGE. THE RISING OF SALANDRA. REBEL PLANET. THE RUNESTONE OF ZENDOS. RETURN OF THE JOYSTICK. RETURN TO EDEN. ROBO CITY. ROGUE COMET. THE SHARD OF INOVAR. THE SNOW QUEEN. SEASTALKER. STARCROSS. STATIONFALL. THE SECRET OF LIFE. SORCERER OF CLAYMORGUE CASTLE. SOULS OF DARKON. THE SERF'S TALE. SPELLBREAKER. SHERLOCK. SECRET OF ST BRIDES. SAVAGE ISLAND PARTS 1 & 2. SNOWBALL. SPYTREK. STAR WRECK. SCROLL OF AKBAR KHAN. SPIDERMAN. SEARCH FOR TERRESTRIAL INTELLIGENCE. SHADOWS OF MORDOR. S.M.A.S.H.E.D. SHARPES DEEDS. SERPENT FROM HELL. TREASURE. TERRORMOLINOS. TOP SECRET. TEMPLE TERROR. TEN LITTLE INDIANS. TWIN KINGDOM VALLEY. TOWER OF DESPAIR. TRINITY. TWICE SHY. ULYSSES AND THE GOLDEN FLEECE. URBAN UPSTART. VALKYRIE 17. VERA CRUZ. VOODOO CASTLE. WIZARD'S CHALLENGE. WISHBRINGER. WINTER WONDERLAND. WYCHWOOD. WOLFFMAN. WITNESS. XANADU. ZORK I. ZORK II. ZORK III. ZODIAC (INCENTIVE SOFTWARE). ZODIAC (TANSOFT). ZZZZ.

